

DAVIS

ART EDUCATION CATALOG 2025/2026





Julian reminiscing about the good times and the hard times in the halls of his old high school.

Resilience

So... how are you doing? If I was betting or making a *WILD GUESS*, I'd say you feel a whole lot like me. A little bit of everything all at once—cautious, optimistic, weary, scared to death, and then inspired. I get it! No one has to tell you **art education requires resilience, adaptability, and heart!** But maybe you need to hear it said out loud and could use a cheerleader!

We see you bring all those characteristics to the classroom every single day. We know this work isn't easy. You're balancing lesson planning, supply shortages, shifting expectations, and often having to justify the value of what you do—all while creating a space where students can express themselves, feel seen, and find joy through art. That's a lot. And yet, you keep showing up.

Your strength isn't just found in your knowledge of color, composition, and technique. It's found in your patience, your determination, and your unwavering belief that **creativity matters**. Whether you're inspiring students in a busy classroom, guiding them virtually, or working tirelessly behind the scenes to ensure every lesson has impact, your work shapes more than just artistic ability—it nurtures empathy, confidence, and every student who dares to express something bold and true. You are advocates, mentors, and visionaries. In times when the arts can be overlooked, your role is even more vital. You remind us that imagination is a tool for change and that every voice has value.

We get it because we've been walking alongside art teachers like you for more than a century. Whether it's adapting to new teaching environments, embracing technology, advocating for arts in education, or finding

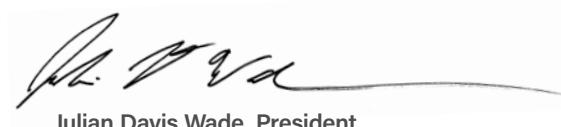
relevant, standards-based content that truly engages students, **our mission remains the same**—to support you in delivering meaningful, lasting art education.

As always, this year's catalog, includes tools, curriculum, and resources designed to help make your teaching even more impactful. From time-tested materials to innovative new offerings, each product reflects our commitment to advancing visual arts education. When you take a peek inside, you'll find:

- **Ready-to-go lessons and curriculum**—flexible, standards-based, and full of diverse artists and media to keep students engaged.
- **Professional development** made FOR art teachers—practical, inspiring, and actually useful.
- **Materials that reflect your students**—inclusive content that helps all learners see themselves in art.

Your resilience is inspiring! You advocate for the importance of creativity, often in the face of limited resources and competing priorities. Still, you persist. You make space for students to explore, to express, and to connect. And in doing so, you help them see the world with greater depth. We see you—we are you! We're proud to support you, whether it's by through high-quality materials, professional resources, or simply by cheering you on from the sidelines.

Have a wonderful school year!



Julian Davis Wade, President



WELCOME

to the **2025/26** School Year Catalog!

Flexible curriculum and resources, student and fine art images, new classroom-tested lessons brought to you every month, professional development, and so much more! We have all the support you need to inspire creativity.

Learn more at **DavisArt.com**.

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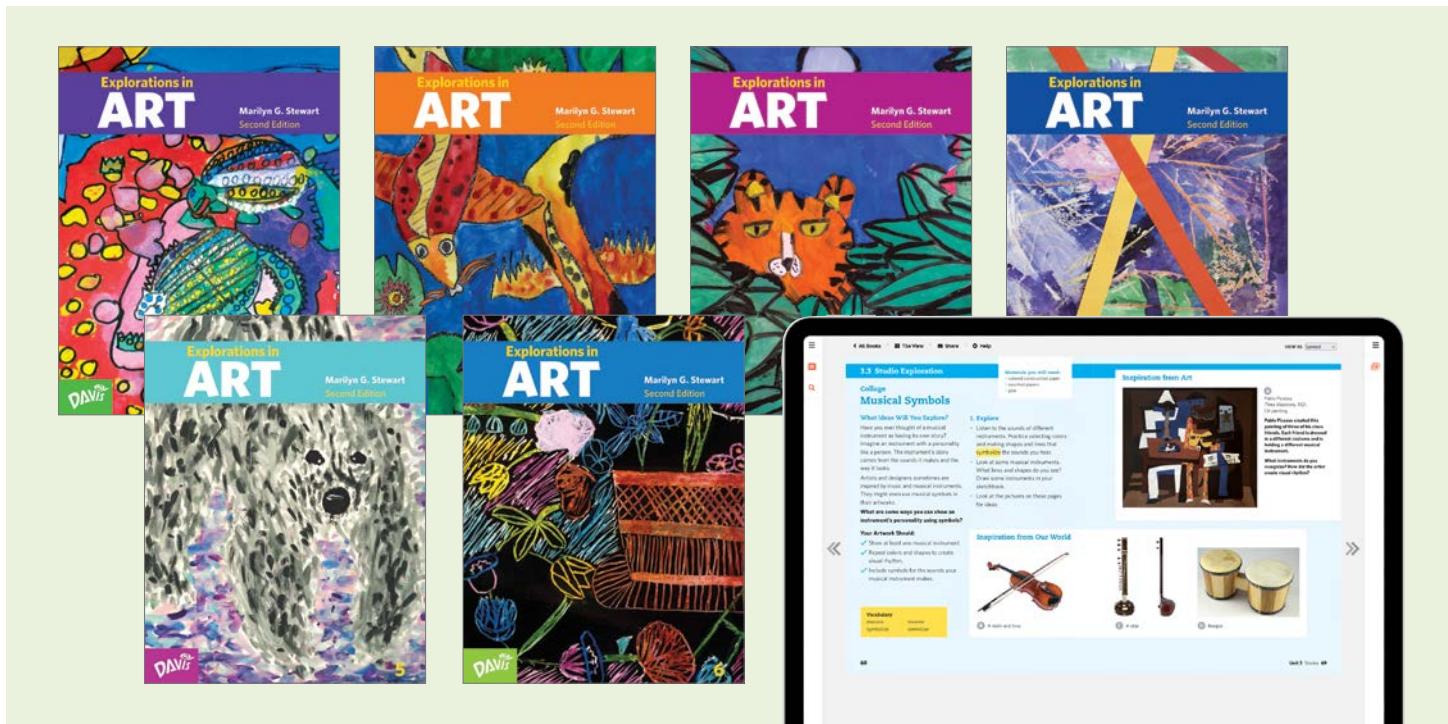
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Give students opportunities to investigate ideas, materials, and techniques. *Explorations in Art* provides art educators with the most resources for constructing meaningful connections to learning and inquiry across the curriculum.

Designed specifically to help students make choices, think about what they have created, and explore how they might work in the future, this program helps students see themselves as part of the learning and artistic process.

Big Ideas and Essential Questions

Each unit is organized around a Big Idea and an Essential Question. For example: "Alone and Together: How do people share their lives with one another?" These Big Ideas engage students in exploring the relevance of art in their own lives and the lives of people across time and place.

Process-Based Studios

By learning a process that emphasizes the importance of thinking, planning, and reflection, students go beyond "make and take." Process-based studios help students learn process-based thinking as it relates to art, design, and other areas of the curriculum.

STEAM Lessons and Connections

Each unit includes STEAM lessons developed by a team of experts. These engaging lessons include student exploration of STEAM concepts through viewing, discussing, and creating artworks. Combine these lessons with the STEAM Art Cards for group work and exploration.

Emphasis on Inquiry

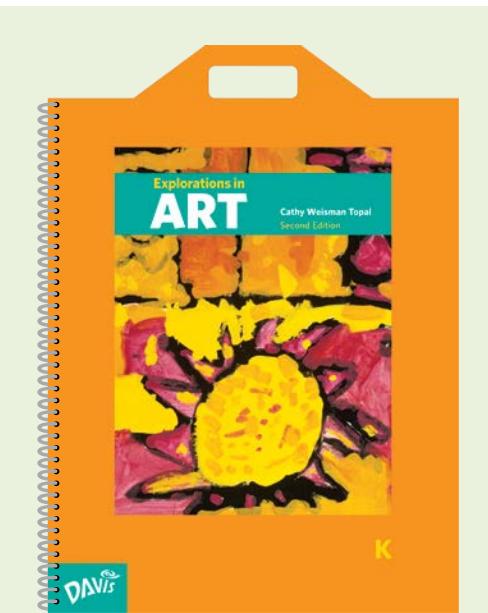
As students create their own artworks and respond to artworks made by others, they investigate ideas and construct meaningful connections to learning and inquiry across the curriculum, including STEAM, literacy, and connections across the arts.



View the National Visual Arts Standards correlations at DavisArt.com/Standards.

K

Kindergarten Big Book



Student Big Book, Kindergarten

Experience the delight of discovering materials, developing skills, and inventing new ways to create alongside your students. Each lesson of this **child-centered**, carefully structured program provides **classroom-tested approaches** to early encounters with materials and processes as well as **effective classroom management techniques**.

Big Book

- Carefully chosen works of fine art and photographs of the world around us to help spark children's interest.
- Simple text to introduce concepts.
- Clearly illustrated Studio Explorations to help children discover their own creativity.
- Large size (16 x 20") to facilitate full-class or small-group instruction.

Unit 2 Lesson 2

Invent an Insect

There are many kinds of insects. What insects have you seen? Name the insect parts in these pictures.

Paint One Shape at a Time

Explore

1 Start with one shape for the head. Will you use the outline or the blob method?

2 Add shapes for the thorax and abdomen.

3 Will your insect have 2 or 4 wings?

Check your insect.
Does your insect have:

3 body parts?

6 legs?

Wings? 2 or 4?

Eyes, antennae, and proboscis?

Eric Carle, *Lotus Patch: Meet The Very Quiet Cricket*. Painted paper collage.

Luna Moth.

Big Book, Unit 2: Explore One Subject, Many Media; Lesson 2: Invent an Insect, Paint One Shape at a Time

UNIT 2 Explore One Subject, Many Media

LESSON 2

Invent an Insect

Paint One Shape at a Time

PREPARE

Objectives

Students will invent insects with parts, create a still life painting of insects based on their observations, draw body parts, and begin to learn the art of wingless, antennae, prolegs, etc.

and practice using strategies for using a palette knife.

• practice painting shapes using the still life technique.

• be inventive.

Materials

• 10" x 14" paper

• 1 or 1/4" x 1" wide yellow, green, blue, and red oil pastels

• set of primary colors of tempera paint, water, and brushes

• 10" x 14" paper

• 1/2" x 1" wide yellow, green, blue,

and red oil pastels

Setup

• Create tables with supplies. Tape the paper to the table. Set out the oil pastels, tempera paint, and brushes.

• Place one piece of white paper, one palette knife, and one oil pastel on each table.

• Divide children into groups of three.

• Provide each group with 10" x 14"

Vocabulary
English
insect
body parts
head
antennae
thorax
abdomen
legs
prolegs
wings
body
exoskeleton
metamorphosis
cycle

TEACH

Invent an Insect

There are many kinds of insects. What insects have you seen? Name the insect parts in these pictures.

TEACH

Paint One Shape at a Time

Invent an insect.

Start with one shape.

Paint the head. Will you use a circle or the bird method?

Paint the thorax and abdomen.

Paint the legs and antennae.

Paint the wings.

Paint the body.

Paint the prolegs.

Paint the head.

Paint the wings.

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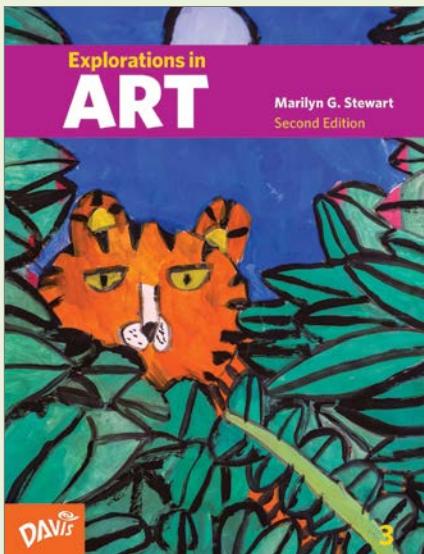
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Teacher Edition, Unit 2: Explore One Subject, Many Media; Lesson 2: Invent an Insect, Paint One Shape at a Time.

Teacher Edition

- Includes **point-of-use teaching support** to reinforce techniques, offer background, or remind children of expectations.
- Gets you ready to teach with materials lists, vocabulary, age-appropriate objectives, and setup suggestions.
- Offers ongoing **assessment suggestions and scoring rubrics**.
- Provides tips for making each lesson more successful, manageable, and enjoyable.

- Takes you step-by-step through the lesson: engaging students at the start, suggesting questions and comments to promote idea-sharing, pointing out potential challenges, and more.
- Suggests **variations and extensions to lengthen or deepen instruction.**
- Includes illustrations and photographs of classroom situations and children's artwork.



Student Book, Grade 3.

Student content for grades 1–6 includes six units organized around a Big Idea that is relevant to students' lives and fosters meaningful connections to artworks across time and place, as well as an Essential Question designed to promote student inquiry, reflection, and exploration.

- Brilliant fine art images that enlarge to 300% in the digital edition.
- 54 studios** with stellar examples of student artwork.
- Elements and principles** embedded throughout each unit ensure continual application and understanding.
- Art criticism that focuses on response and reflection.
- Artist biographies.
- Helpful technique illustrations.
- Student Handbook with examples of elements and principles.
- Flexible formats** to facilitate 1:1 use or small-group and full-class instruction.
- And much more!

Unit 3 Introduction

Stories

Where do we find stories in our lives?

What is happening in this picture? How do you know?

How did the artist show us that Harriet Tubman was a strong woman?

Meet Jacob Lawrence
Jacob Lawrence made pictures to tell stories. He wanted people to know about things that really happened. Before he planned his pictures, he spent a lot of time reading from the past. He was interested in the history of African Americans.

UNIT 3 STORIES 63

Student Book, Grade 3, Unit 3: Stories.

Students begin to experience the theme and concepts of the unit right from the introduction by viewing and discussing two artworks by the same artist. Each introduction includes a brief biography of the artist.

STEAM: Focus on Engineering

Consider Properties When Creating Art

Martin Puryear is an artist who makes drawings, prints, and sculptures. There are many steps to making an artwork, especially one as large as this sculpture. What might the steps be to build something like this? What would the artist need to consider when creating a work of art this size, or **scale**?

Look and Respond
What should artists think about when they place an artwork in an outdoor setting? What differences and similarities do you see between the sculpture and the buildings that surround the work?

Vocabulary

scale	SPANISH escala
properties	propiedades
dimensions	dimensiones
massive	colosal

Research and Collaborate
Explore how to bend metal. Investigate with aluminum pie plates, aluminum foil, paper clips, and aluminum cans. Wear protective eyewear and gloves.

Create, Reflect, Revise
Work with a partner to build a sculpture using what you've learned about bending metal. Think about where you want to display this work. Could it be outside?

Research Journal
Make drawings and notes about what you have discovered. Which piece is the most flexible? Note the weight of the metals. Which one is lightest? Heaviest? These are called the metals' **properties**.

How long is each piece? How thick is it? How wide is it? These measurements are called the object's **dimensions**.

Why do artists need to consider the weight of the materials when creating such a **massive** sculpture?

UNIT 3 STORIES 89

Student Book, Grade 3, Unit 3: Stories, STEAM: Focus on Engineering.

STEAM Lessons

A comprehensive STEAM lesson is included in each unit. Students explore the importance of science, technology, engineering, and math in creating artworks. Focusing on a contemporary artwork, **lessons prompt discussion, analysis, exploration, and reflection**. These images are also available as STEAM Art Cards (see ancillaries on page 6).

Teacher Edition



Teacher Edition, Grade 3.

Teacher content includes a wealth of support designed to help teachers easily customize and adapt lessons and Studio Experience.

Features

- Support to **Prepare, Teach, Assess, and Close** each lesson.
- Cross-curricular connections, including math, science, and history.
- Reading and language arts connections.
- Support for differentiated instruction.**
- Children's trade books correlated to each lesson.
- Portfolio and process tips.
- Formative assessment and review materials.
- Artist biographies.
- Evaluation criteria and rubrics.
- Comprehensive support for Teaching through Inquiry.**
- Visual culture and literacy tips, aesthetic thinking prompts, and more!

Unit Vocabulary	Definition
visual literacy	Skills, tools, and strategies that should be used to interpret and analyze what they should be learning.
printing	Creating art on surfaces by pressing sheets of paper over a key or ink before design to make prints.
symbolism	Symbolism is when an object, image, or color has a meaning that is beyond its literal meaning. The artist uses symbols to represent ideas or feelings.
shades	Shades are colors that are darker than the original color.
text	Text is the words that are written in a book or on a page.
values	Values are the things that are important to us. They are the things that we like and want to have.
relief sculpture	Relief sculpture is a sculpture that stands out from a flat, horizontal surface.
meaning	Meaning is the message or intent of a work of art.
gesture drawing	Gestural drawing is when an artist draws with a loose, expressive style.
names of colors	Names of colors are the names for the colors we see.
picture balance	Picture balance is when a painting is balanced.
illustration	Illustration is when an artist creates a drawing or painting to tell a story.
style	Style is the result of an artist's choice of materials, colors, and techniques.
scale	Scale is the measure of something.
proportion	Proportion is the relationship of something to the whole.
dimension	Dimensions are the measures of width, height, and depth.
texture	Texture is the quality of being rough or smooth.

Teacher Edition, Grade 3, Unit 3 Introduction: Stories.

Wraparound content in the Teacher Edition provides **point-of-use support** for every lesson.

Unit Vocabulary	Definition
collage	A work of art made by sticking pieces of paper, fabric, or other materials onto a base.
composition	The arrangement of elements in a work of art.
dimensions	The measures of width, height, and depth.
elements of art	The basic components of art.
expressive	Expressive is when an artist uses their art to express their feelings.
form	Form is the shape or structure of an object.
line	Line is a mark or stroke made by a pen, pencil, or brush.
medium	Medium is the materials used to create art.
space	Space is the area around and between objects.
value	Value is the lightness or darkness of a color.
texture	Texture is the quality of being rough or smooth.

Teacher Edition, Grade 3, Unit 3: Stories, Studio Exploration Lesson 3.3: Musical Symbols, Collage.

Studio Explorations

Explorations in Art is filled with a **wide range of dynamic studio activities** that encourage students to develop ideas for artworks, to refine them, and to use media expressively. Studio lesson support includes:

- Inspiration from fine art and real-world photos.
- Five-step process that focuses on the act of artmaking and nurtures problem-solving.
- Clear technique illustrations.
- Comprehensive studio rubric.
- Art criticism based on student artwork.

FREE with a Digital Class Set (see page 23)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- Portfolios
- Lessons
- Teacher Resource Package (digital)
- 30, 60, or 200 student accounts
- *SchoolArts* magazine digital subscription
- Activation training

FREE with 30 print Student Books

- Teacher Edition (print)
- Teacher Resource Package (USB drive)
- *SchoolArts* magazine digital subscription



Explorations in Art ancillaries are designed to provide a wealth of useful teaching support for teachers to choose from.

Ancillaries include:

Resource Cards

include 36 STEAM Art Cards with Exploration Handouts, 30 Artist Cards, and 30 Vocabulary Cards for each grade level.

- **STEAM Art Cards:** six copies of each STEAM lesson allow for small-group discussion, collaboration, and problem-solving.
- **STEAM Exploration Handouts:** worksheets to support assessment and guide small-group explorations.
- **Artist Cards:** an artist picture on front with biography in English and Spanish on back.
- **Vocabulary Cards:** a picture prompt on front illustrating an art vocabulary word or concept with word/concept on back in both English and Spanish.

NEW!**Program Implementation**

To ensure successful and meaningful use of Davis instructional materials, we now offer Professional Development options for implementing our curriculum. See page 27 for details.

The Teacher Resource Package

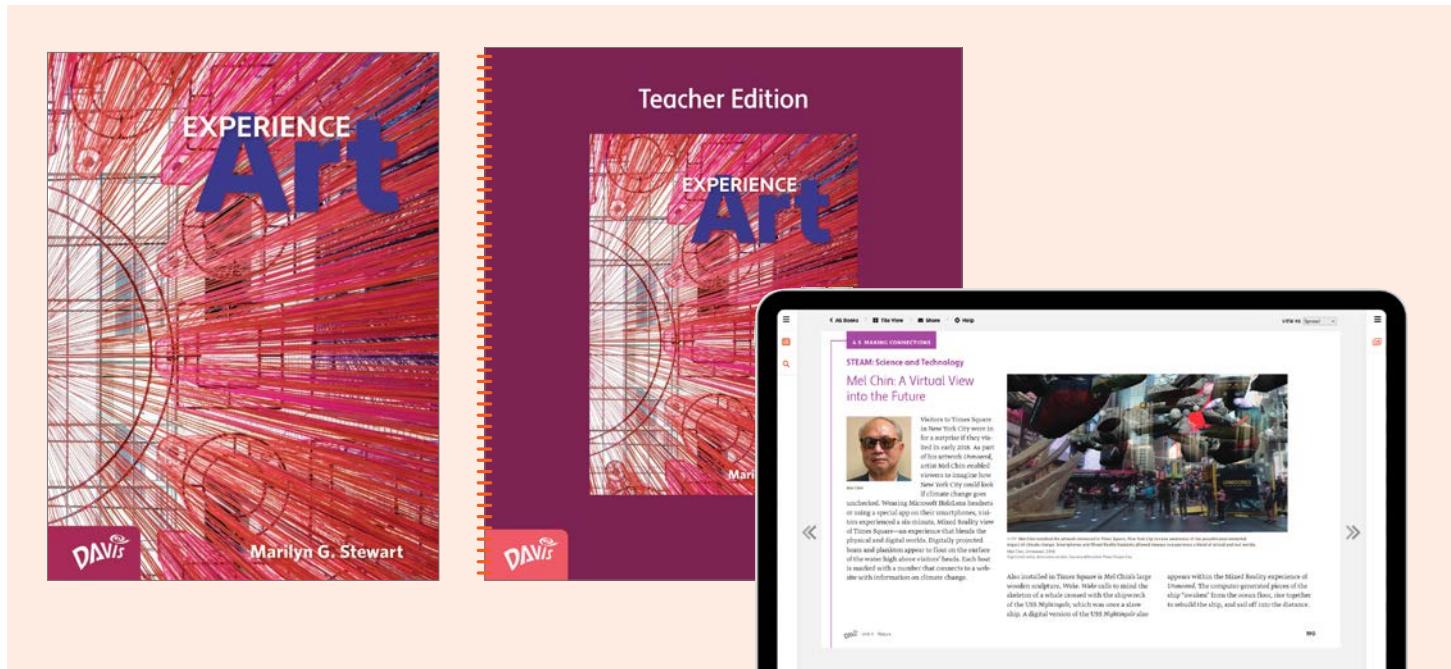
contains even more support for both students and teachers including:

- **Student Handouts:** Pre-Assessments, Compare and Contrast, Art Criticism, and Unit Review Assessments
- **Art Room Reference Sheets:** Art Safety, Color, Elements of Art, and Principles of Design
- **Teacher Resources:** Studio Exploration Rubrics, Artist Biographies, Glossary (English and Spanish), and Improving English Language Skills



PRINT + DIGITAL

FIRST EDITION By Marilyn G. Stewart



Give students meaningful artmaking experiences that underscore the relevance of art in their lives and reveal the important role it plays in cultures around the world. *Experience Art* provides art educators with the most flexibility possible. But that doesn't mean isolated learning activities! Designed specifically to create rich and deep interconnections, this program builds students' knowledge, skills, and learner agency as they express ideas and feelings through art.

Theme-Based Learning

Unit themes such as Messages and Identity foster active inquiry and offer opportunities for natural connections across the curriculum. Elements and principles, skills and techniques, and forms and media are presented as tools to help students interpret artists' ideas and express their own ideas through art.

Essential Questions

Content organized around Essential Questions puts students on a path of inquiry that matters. These questions encourage students to explore Big Ideas that unite all people around the world and across time. Essential Questions in each unit provide students with opportunities to connect what they learn to the real world where they can put it to use.

Process-Based Studios

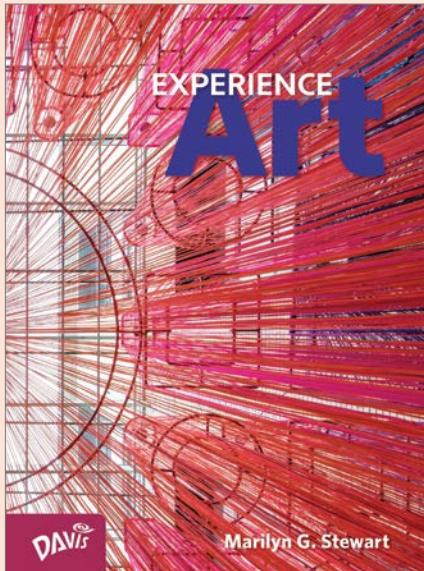
A wide range of dynamic studio activities focus on issues and ideas important to middle-schoolers. By learning a process that emphasizes the importance of thinking, planning, and reflection in creating original artworks, students move beyond isolated learning activities. Process-based studios foster divergent outcomes that create personal connections.

Choice

Students are empowered to take ownership in their learning and become active participants in the creative process. Lessons and Choice Center activities throughout *Experience Art* build critical thinking skills as students make choices about what they create using contemporary and traditional approaches to artmaking.



View the National Visual Arts Standards correlations at DavisArt.com/Standards.



Student content includes eight units organized around themes that matter to students' lives and support meaningful exploration of skills and techniques as well as Essential Questions.

Features

- **64 Studio Experiences designed to promote artistic behaviors** and thinking.
- **Culturally diverse fine art and artists.**
- **Choice-based methods** allow for student-centered learning while extending lesson content.
- Art Criticism features hone students' skills in analyzing, response, and presentation.
- **Contemporary art and artists** inspire students on deeper levels.
- Process journal activities **promote investigation and reflection**.
- A Student Handbook for reference and review of basic skills, techniques, and concepts.
- Process Journal examples and art from students across the country to inspire students.

4 Nature

How do art and design reveal our connections with nature?

...How close do you feel to the natural world? Artist Vaughn Bell wants you to get really close to nature in these personal terrariums she has created. She wants her audience to be immersed in the world of plants and animals that they may not see these things from a very different perspective—all eye level.

Vaughn Bell, Village Green, 2008. Installation view. © Vaughn Bell. Used with permission. All rights reserved. Photo: Courtesy of the artist and Museum of Contemporary Art, Chicago.

154 Unit 4: Nature

Unit at a Glance

Essential Question

How do art and design reveal our connections with nature?

What You Will Learn

- How artists and designers have been inspired by the natural world.
- How close observation expands our understanding of nature.
- How functional objects created with natural materials meet a variety of human needs.
- How artists and designers develop ways of working that are important to them.

Contents

4.1 ENVIRONMENTAL DRAWING
Mapping Your Ideas about Nature page 152

4.2 APPROACHES TO ARTMAKING
Observing and Drawing for Understanding page 164

STUDIO EXPERIENCE A Nature-Themed Drawing page 175

ENVIRONMENTAL DRAWING page 176

4.3 ENVIRONMENTAL DRAWING
Creating a Basket in Your Lives page 184

STUDIO EXPERIENCE Create a Basket page 186

4.4 ARTIST STUDIES Mark Dion and Nature page 192

STUDIO EXPERIENCE Create an Installation page 198

4.5 MAKING CONNECTIONS STEAM, Careers, Art History page 200

ART CRITICISM page 204

UNIT REVIEW page 205

Meet Vaughn Bell

Environmental artist Vaughn Bell, born in 1978, wants viewers to experience the look, smell, feel, and sounds of the miniature ecosystems that she creates within her terrariums. In her quest to remind us of the importance of the environment, the artist also creates "adoptable" plants and terrariums and gardens that include living plants.

What You Will Do

- Create a mind map to explore your personal connections with the natural world.
- Draw the way artists and designers draw to convey ideas about nature.
- Create an artwork with natural materials that follows or breaks with tradition.
- Collaborate to plan an installation that explores the natural world and a common issue of personal importance.

Key Terms

artist
environmental
drawing
expressive drawing
functional
gesture drawing
hybrid
installations
natural
naturalist
observational
realism
representational
sketching
studios
hybrid
installations

Unit 4: Nature 155

Student Book, Unit 4: Nature, Unit at a Glance.

Unit Opener

- Each unit's opening spread **introduces students to the Big Idea and Essential Question** addressed throughout the unit and to what they will learn and accomplish in the lessons.

- Each unit opens with a **thought-provoking art image and information about the artist** to engage students and draw them into the theme.

7.5 MAKING CONNECTIONS, CONTINUED

Careers

Game Designer

Video games are everywhere, from consoles to computers to smartphones. Have you ever considered the art and imagination that goes into creating them? To excel in the field of video game development, you need artistic skills, technological abilities, a talent for problem-solving, and an understanding of how to entertain people. Being able to work within budgets and deadlines is also important.

There are various roles in the video game industry, such as art production, programming and game mechanics design, character design, writing storylines and dialogue, and team management.

For a career in video game development, you will need a college degree in computer science, game art, game design, or animation. Before graduating, you might work as an intern for a game development company, or even as a tester for games that are in production. Competition is high for this type of job, and the hours can be long, but it could be the perfect career for you.

Damarrus Hobson is a game designer who specializes in game art and level design. He is currently a lead world designer at Blizzard Entertainment.

7-62 World designer's conception and design the game world and gameplay spaces that players will explore in the game. The gameplay areas can range in type and size from fast-paced spaces to more environments.

Damarrus Hobson, Terra Island, concept art and map of island on back of turtle, 2007.

Digital media. Courtesy of the artist.

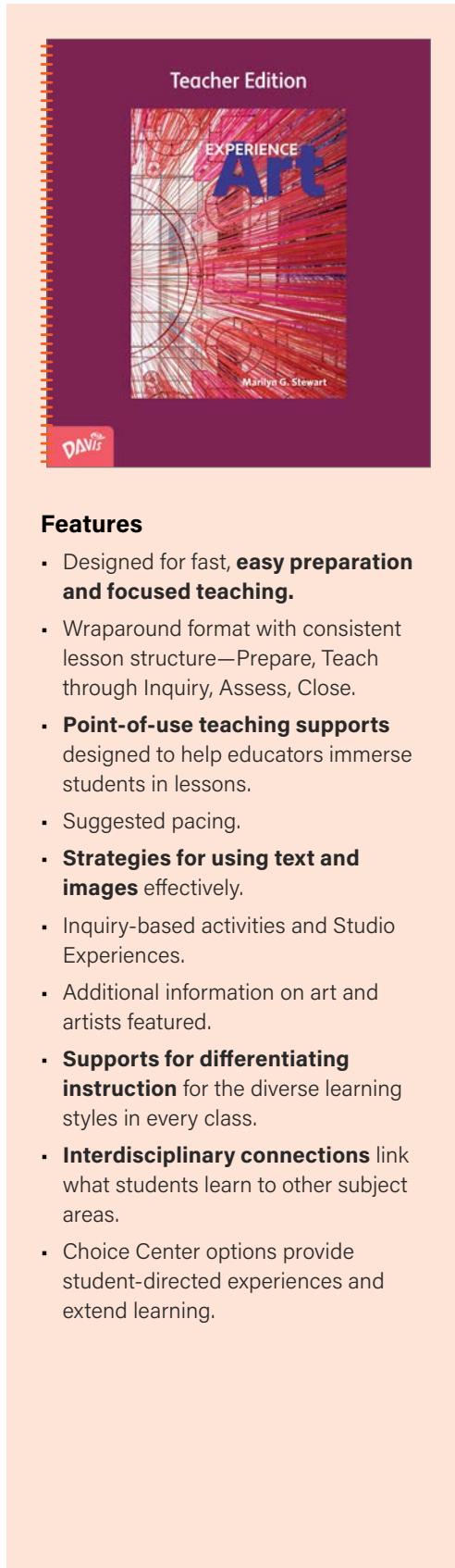
Making Connections Features

Each unit includes engaging segments on STEAM, Careers in Art, and Art History to illustrate the many connections art has in the world and to students' lives.

8 EXPERIENCE ART CORE PROGRAM GRADES 7-8

318

Teacher Edition



Features

- Designed for fast, **easy preparation and focused teaching.**
- Wraparound format with consistent lesson structure—Prepare, Teach through Inquiry, Assess, Close.
- Point-of-use teaching supports** designed to help educators immerse students in lessons.
- Suggested pacing.
- Strategies for using text and images** effectively.
- Inquiry-based activities and Studio Experiences.
- Additional information on art and artists featured.
- Supports for differentiating instruction** for the diverse learning styles in every class.
- Interdisciplinary connections** link what students learn to other subject areas.
- Choice Center options provide student-directed experiences and extend learning.

UNIT 4: NATURE Introduction

Lesson 1: Nature

4 Nature

Unit at a Glance

What You Will Learn

What You Will Do

Explore the Images

Assess

Close

Teacher Edition, Unit 4: Nature, Introduction.

Wraparound content in the Teacher Edition provides **point-of-use support** for every lesson.

4.4 Studio Investigations

Investigating Issues and Installations

Studio Objectives

Investigate and Document

Be Inspired by Others

Explore the Images

Assess

Close

Differentiated Instruction: English Learners

Differentiated Instruction: English Learners

Explore the Images

Assess

Close

Teacher Edition, Unit 4: Nature, Lesson 4.4: Studio Investigation, Investigating Issues and Installations.

Studio Lessons

Experience Art is filled with a wide range of dynamic studio activities focused on issues and ideas of particular interest to middle-school students. Studio lessons in each unit include:

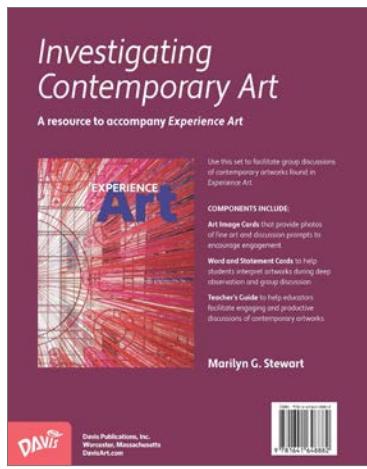
- Opportunities for students to **investigate and document their work** in developing ideas and skills.
- More student voice and choice.**
- Digital options for incorporating technology and digital tools into the studio process.
- Opportunities for students to examine the work and process of other students who worked through the same lessons.
- Cumulative reinforcement and exploration** of lesson concepts while illustrating how artists work.

FREE with a Digital Class Set (see page 23)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
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- Lessons
- Teacher Resource Package (digital)
- 30, 60, or 200 student accounts
- *SchoolArts* magazine digital subscription
- Activation training

FREE with 30 print Student Books

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Investigating Contemporary Art
Unit 1 Messages

FINDING CLUES
The more information you gather about the artwork, the more evidence you have for making connections and creating interpretations.

MAKING CONNECTIONS
What is this artwork mostly about? Connect the meaning of an artwork by connecting what you already know and remember with what the artwork suggests.

WHAT EXPRESSIVE WORDS ARE SUGGESTED?
• Which expressive words "fit" or connect with the artwork?
• What expressive words do not "fit" or connect with the artwork?
• What evidence can you provide to support your interpretation?

EVOLVING IDEAS
Which contemporary strategies (Evolving Ideas) did the artist use, if any?
• How does the use of contemporary strategies help convey the artwork's meaning?
• What evidence can you provide to support your ideas?

repetition
DESCRIPTIVE WORDS

juxtaposition
placing unrelated objects or ideas together to suggest a new, unexpected meaning
EVOLVING IDEAS

humble
EXPRESSIVE WORDS

uses symbols to communicate important ideas
THEMES AND IDEAS

Teacher's Guide to
Investigating Contemporary Art

A resource to accompany *Experience Art*

Experience Art ancillaries are designed to provide a wealth of useful teaching support for teachers to choose from. Ancillaries include:

Teacher Resource Package

provides even more support for assessment, deeper investigation, and student reflection. Lesson-specific support includes customizable handouts for each unit, studio masters, rubrics, unit reviews, maps, games, manipulatives, report formats, and more.

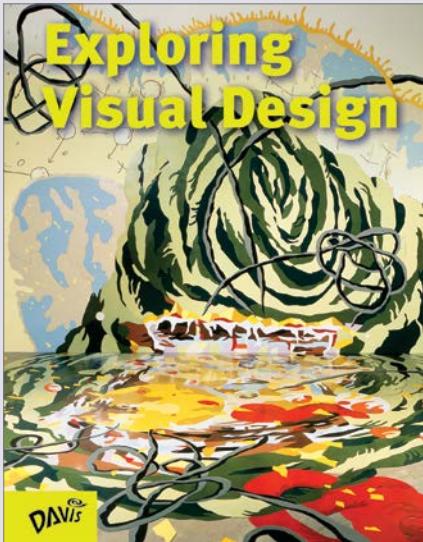
NEW!**Program Implementation**

To ensure successful and meaningful use of Davis instructional materials, we now offer Professional Development options for implementing our curriculum. See page 27 for details.

Investigating Contemporary Art Cards

provide a vehicle for students to engage deeply with contemporary artworks in *Experience Art*. Image cards and activities create additional ways for students to explore, consider, and participate in discussions about art and artists. Components include:

- **48 Art Image cards**—six copies of each image from the eight unit openers allow small-group discussions using prompts on the back of each card.
- **32 Descriptive Words cards**—feature terms students can use to answer the question "What do you see?"
- **32 Expressive Word cards**—feature terms to assist students in answering the question "What moods or feelings are suggested?"
- **32 Themes and Ideas cards**—provide possible answers to the question "What is the artwork about?"
- **48 Evolving Ideas cards**—eight identical sets of cards feature terms describing contemporary artmaking approaches.
- **Teachers Guide**—instruction, additional information, and teaching support for meaningful interactions.



Features

- Captivating images highlight each element and principle.
- **In-depth profiles of artists and artworks.**
- Informative interviews with artists and designers.
- Exemplary student artworks.
- **Studio activities that promote collaboration** and self-expression.
- Chapter organizers tailor instruction to your schedule.

Exploring Visual Design introduces design appreciation and exploration using the **elements of art and principles of design**. This classic program is suitable for **introductory level high-school or middle-school art courses**. Each of twelve chapters focuses on one element or principle and provides students with a solid foundation in visual concepts and processes. Each chapter includes an engaging, relevant Studio Experience and Career Portfolio.

Ancillaries

FREE with a Digital Class Set

(see page 23)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- Portfolios
- Lessons
- Teacher Resource Package (digital)
- 30, 60, or 200 student accounts
- *SchoolArts* magazine digital subscription
- Activation training

FREE with 30 print
Student Books

- Teacher Edition (print)
- Teacher Resource Package (USB drive)
- *SchoolArts* magazine digital subscription

Teacher Resources Package

At least five additional Studio Experiences per chapter offer alternative hands-on activities for students of varying ability. Full-length interviews from Career Portfolios are provided.

NEW! Program Implementation

To ensure successful and meaningful use of Davis instructional materials, we now offer Professional Development options for implementing our curriculum. See page 27 for details.



PRINT + DIGITAL

FOURTH EDITION By Joe Fusaro and Emily Hood



Bring meaningful artmaking experiences to students with our classic introductory visual arts curriculum. Capture the attention of even the most reluctant student with opportunities to engage with art in new ways. *The Visual Experience* provides strong support for amplifying students' voices as they focus on process and ideation.

Essential Questions

Enduring ideas and important topics students should understand showcase the deep relevance of art in students' lives and lay the foundation for artmaking experiences. Filled with student choice, lessons throughout the program ensure students are fully engaged in learning and able to nurture their creative voice.

Inquiry-Based Learning

Provide students with the opportunity to focus on the steps of making art. Studio experiences across the program are specifically developed to support differentiated discovery. Give students the space to consider what they are making, how they are thinking, and critically analyze new ideas.

Postmodern Principles

Introduce students to and engage them with the evolving elements of art and principles of design. Lessons include concepts such as appropriation and recontextualization to extend the traditional elements and principles of making art and help students better understand the complexity of artwork created today.

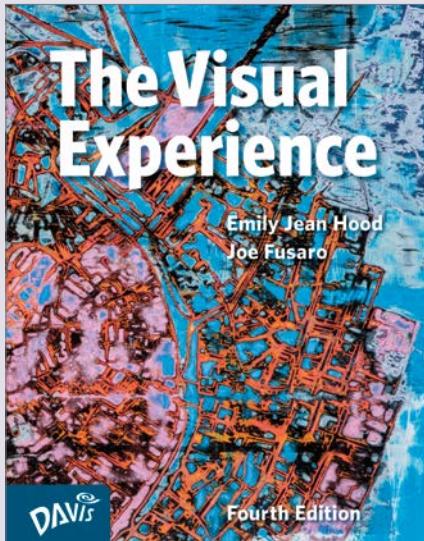
Student Engagement

Art and artists from diverse cultures around the world, thought-provoking contemporary art, and outstanding student art capture the attention of even the most reluctant students, help them see themselves in the instructional materials, and engage with lessons on a deeper level.



View the National Visual Arts Standards correlations at DavisArt.com/Standards.

Student Book



Student content includes **eleven units organized into three parts: Introduction to Art, 21st Century Elements and Principles, and Media Choices.** Integrated career profiles, art criticism, and art history focus learning and inquiry throughout the instructional material.

Features

- A wide variety of twenty-first century artworks from a diverse and inclusive array of artists.
- Strong emphasis on **postmodern principles** encourages students to explore new ways to engage with art.
- Essential Questions in each chapter** focus learning and stimulate discussion.
- Student Handbook for technique and concept support.
- Writing opportunities expand key concepts.
- Thought-provoking images** foster student engagement and thoughtful response.
- Artist profiles focus on pertinent information that has influenced them.

9 Media Arts



9.1 The art collective TeamLab uses digital technology to create massive, immersive artworks that respond to the viewer's presence. How does TeamLab's artwork interact with the ever-changing environment? Does direct interaction with a digital environment compare to how artists have traditionally viewed paintings? Is it well in a museum? Why?

9.2 The Listening Cone by Maya Lin is a natural amplifier of the environment wherever it is placed. Here, near a garden, it amplifies the sounds of birds and other animals, people walking by, and even the sounds of weather. What sounds would it amplify if it were placed in your school's atrium?

Chapter at a Glance

Essential Question
How do artists use media arts to share their ideas?

You Will Learn

- how artists are innovating in media arts
- that animation, game design, and video are often created collaboratively
- how new technologies continue to expand the possibilities of media arts

Contents

INTRODUCTION page 37d
9.1 Photography page 336
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9.3 Film and Video page 342
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9.5 EVOLVING MEDIA: INTERACTION OF TEXT AND IMAGE page 345
9.6 Animation page 346
9.7 Game Design page 348
9.8 Web Design page 350
9.9 RESPONDING TO ART: ART CRITICISM page 352
9.10 STUDIO: Creative Photomontage page 354
9.11 STUDIO: 3D Photo Structure page 358
9.12 STUDIO: Poetry in Motion page 362
9.13 STUDIO: INTERACTION OF TEXT AND IMAGE: Word, Image, and Influence page 366
9.14 CAREER PROFILE: Hayley Morris, Animator page 370
CHAPTER REVIEW page 377

Learning Objectives

- identify artworks created in a variety of media arts
- analyze the many ways artists use media arts to express ideas
- compare storytelling techniques in photographic artworks from different historical periods
- demonstrate an understanding of the ways text and images can interact in artwork
- analyze an artist's use of digital video, animation, and game design
- produce expressive artworks using digital media and techniques

Key Terms

English	Spanish
art	arte
photography	photografía
video	video
interactivity	interactividad
digital art	arte digital
interaction of text and image	interacción entre texto y imagen
responsive	responsive
animation	animación
step matrix	matriz de paso
responsive	responsive
frame	cuadro
storyboard	storyboard
montage	montaje
digital world	mundial digital
interactive	interactiva
web design	diseno web
design theme	tema de diseño
color scheme	esquema de colores
interface	interfaz

Student Book, Chapter 9: Media Arts, Chapter at a Glance.

Chapter Introduction

- Each chapter begins with an image and accompanying question to stimulate discussion of the chapter's **Essential Question** and key concepts.
- The **Chapter at a Glance** gives students a visual overview with an **Essential Question** to focus learning, what students will learn, chapter contents, learning objectives, and key terms in English and Spanish.

RESPONDING TO ART

11.8 What Is Missing? The Listening Cone by Maya Lin



11.8 The Listening Cone serves as a natural amplifier of the environment wherever it is placed. Here, near a garden, it amplifies the sounds of birds and other animals, people walking by, and even the sounds of weather. What sounds would it amplify if it were placed in your school's atrium?

Maya Lin, What Is Missing? The Listening Cone, 2009. Steel and granite. San Francisco Academy of the Sciences. Photo: Bruce Damonte; Courtesy of Maya Lin Studio.

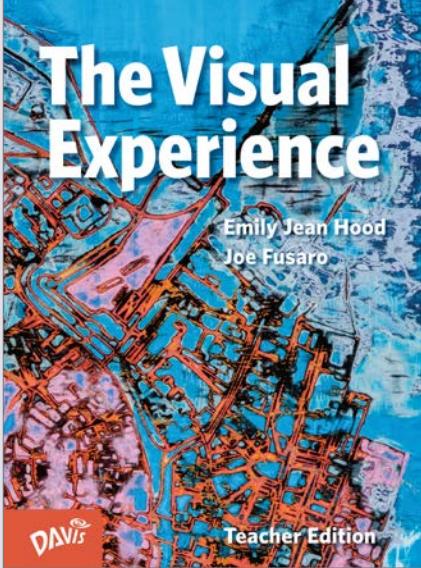
ABOUT THE ARTIST
Maya Lin (b. 1959)
Maya Lin is an American artist and designer, the daughter of Chinese immigrants. She rose to fame with an early achievement: The Vietnam Veterans Memorial in Washington, DC. She was just twenty-one years old, studying at Yale University, when her innovative design was chosen for realization from among 1,400 submissions. The iconic sleek black granite bears the carefully engraved name of every soldier who died in the Vietnam War and is now a treasured memorial for the nation.

Lin is committed to the protection and preservation of the environment. As an architect, she includes sustainable materials and renewable energy in the structural design of her buildings. Over the last ten years, Lin's work has focused on one simple but significant question: What is missing? Through this question, she presents images, objects, and experiences that remind us of what we are losing on our planet. Lin seeks to engage with the public through many artistic avenues as she shares her creativity and solutions on a global stage.

Student eBook, Chapter 11: Stretching Boundaries, Responding to Art.

Responding to Art

This feature goes beyond traditional step-by-step art criticism by engaging students with thought-provoking images in a variety of ways to foster meaningful response through careful analysis.



Detailed teacher content provides a plethora of support designed to help teachers **expand and extend lessons**, and respond to the ever-changing needs of **increasingly diverse student populations**.

Features

- **Prepare, Teach, Assess, and Close** lesson format allows for structure and flexibility.
- Extensive point-of-use teaching tips include **Write about Art and Interdisciplinary Connections**.
- Point-of-use **About the Artist features** for each artwork.
- Key terms in English and Spanish.
- **Differentiated Instruction** with specific support for English learners and Spanish speakers.
- **Chapter Organizers** provide at-a-glance planning, pacing, lesson objectives, and lesson resources.
- Comprehensive support for introducing students to the **postmodern principles**.
- **Art Career profiles** introduce students to exciting careers such as toy designer, animator, and fashion designer.

Teacher Edition, Chapter 9: Media Arts, Chapter at a Glance

Wraparound content in the Teacher Edition provides **point-of-use support** for every lesson.

Teacher Edition, Chapter 9: Media Arts, Studio Experience

All-New Studios Focus on Process and Ideation

Twenty brand-new studios written by Art21 senior education advisor, exhibiting artist, and high-school art educator Joe Fusaro. Studio Experiences in every chapter include:

- One studio designed to explore **postmodern principles**.
- **Writing opportunities** expand the studio's key concepts.
- Meaningful **opportunities for reflection**.
- More **student voice and choice**.
- Digital options.
- A **comprehensive point-of-use rubric** to help students self-evaluate both product and process at **four levels of proficiency**.

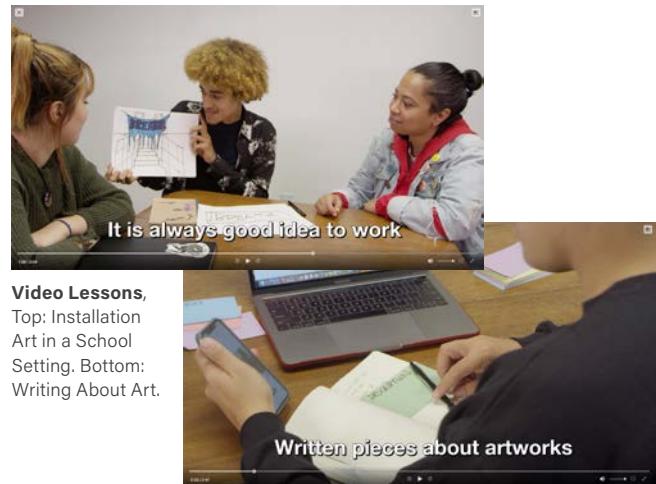
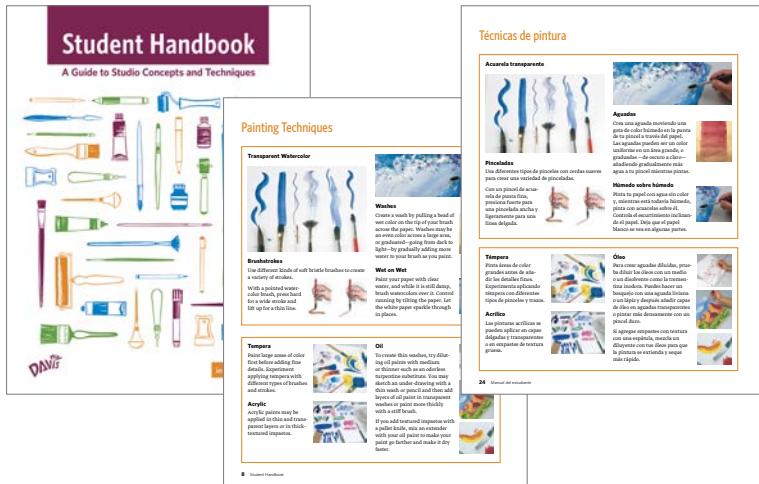
Ancillaries

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The Visual Experience ancillaries are designed to provide a wealth of useful teaching support for teachers to choose from.

Ancillaries include:

Teacher Resource Package

Art and Artists, Art Critiques, Career Profiles, Chapter Review Questions, Chapter Tests, Essential Questions, Evolving Ideas, Interdisciplinary Connections, Peer Assessment, Self-Assessment, Rubrics, Research Options, Write About Art, Vocabulary, Support for Spanish Language Speakers, and the Student Handbook in English and Spanish.

Student Handbook

A guide in English and Spanish to studio concepts and techniques for drawing, painting, printmaking, sculpture, and photography; includes clear diagrams and concise instructions on topics such as planning, storing, and displaying art; figure proportions; perspective; and more.

NEW!

Program Implementation

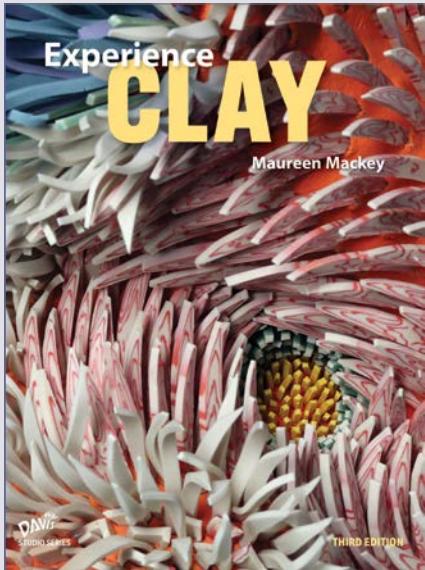
To ensure successful and meaningful use of Davis instructional materials, we now offer Professional Development options for implementing our curriculum. See page 27 for details.

Video Lessons

Designed to engage Art 1/Introductory Art students, video lessons included with the digital edition of *The Visual Experience* inspire them to **discuss, think, and create in meaningful ways** as they explore topics such as Ideation Strategies, How Artists Get Ideas, Conducting a Critique, and more!

Video topics include:

- Keeping a Sketchbook
- Ideation: Choosing Themes
- Concept Maps
- Participatory Art
- Engaging with Contemporary Art
- Deconstructing Artwork
- Installation Art in a School Settings
- Mirror Critique
- In-Process Critique
- Creating a Digital Portfolio
- Writing About Art



Features

- Studio Experiences that engage and challenge students.
- Photographs and illustrations that detail fundamental techniques.
- Outstanding student artwork.
- Point-of-use instructional support for teachers.
- Interviews with professional ceramic artists and sculptors.
- Student Handbook with essential information on repairs, firing, and more.
- Art history profiles that chronicle significant cultural influences.

The third edition of *Experience Clay* is a powerful resource for ceramics teachers and students that covers a wide variety of processes and topics, including hand-building and wheel-throwing techniques, firing, and mixed media. Students are encouraged to discover their unique styles and interests while also learning about ancient traditions and innovations in ceramics throughout history.

Providing artmaking experiences loaded with choice, overviews of elements and principles, postmodern principles, and the aesthetics of ceramic artworks, as well as meaningful opportunities to engage with nontraditional approaches to ceramics in contemporary art, *Experience Clay* addresses the unique needs of contemporary ceramics classrooms.



4 Hand-Built Forms: Pinching and Coiling

Hand-building techniques have remained unchanged for thousands of years. Today's clay artists often use the same methods as their ancient predecessors. All one needs is an idea, some sketches, a few good tools, a bit of clay, and knowledge of how to join clay pieces together. The three methods of hand-building—pinch, coil, and slab—are the basis of most variations in clay construction. This chapter will explore two of those techniques: pinching and coiling.

*"I can't just sit there and think of an idea.
Most of it comes out of my hands."*

Peter Voulkos

Student book (print), Chapter 4, Opener.



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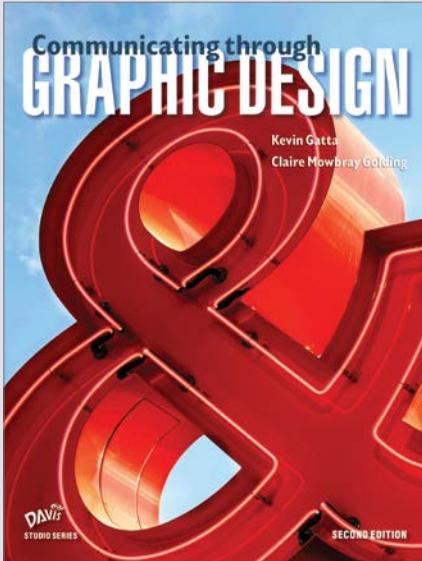
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- Teacher Resources (digital)
- Portfolios
- Lessons
- Instructional Videos

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Features

- Chapters that focus on Image Creation for Design, Design in Motion, and Working as a Graphic Designer.
- Think Like a Designer prompts—Try It and Discuss It—help students think deeply about what they create.
- Stunning examples of student work.
- Contemporary Career Profiles provide artistic insight to help students identify the essential skills needed.
- Point-of-use instructional support for teachers.
- Interdisciplinary Connections integrate design across the curriculum.

Communicating through Graphic Design highlights the importance of idea generation, use of media, and decision-making. Students explore stimulating studio opportunities developed to mirror that of real-world design challenges using both digital and traditional media.

With chapters that introduce your students to creating images for graphic design, developing motion graphics, and exploring careers in graphic design, this program addresses the constantly changing needs of today's students. With exemplary works from a variety of designers, portfolio tips, and interviews with professionals, *Communicating through Graphic Design* is the most comprehensive resource available for contemporary graphic design classrooms.

Essential Question
How do artists and designers decide what images to use in design?

Tips for Using the Essential Question
Ask students to speculate about how this image was created. Encourage them to actually photograph with their cameras to see what makes the image work! What message do students think the artist is trying to convey? Encourage them to draw how they would edit the image to make it better. Encourage students to have fun with this design challenge. As they look at the images in the book, ask them to think about what other gives this image visual impact. What does this image tell us about the audience it was created for? What audience would respond to this image?

Teaching Tip
Encourage students to experiment with design using blocks such as Legos. Working with modular, geometric shapes, students can explore a variety of design concepts such as reinforcing structure, scale, proportion, and balance.

Part One The Nuts and Bolts of Graphic Design

3 Image Creation for Design

"Image is everything." That's an old camera ad slogan, and it still rings true for graphic designers today. Part of the designer's job is to find, plan, or create images that help promote and amplify a message. Finding the perfect image is always easy if you do it yourself; it gives you the most control. You can draw it on paper, build them in software programs, capture them with a camera, or combine several approaches—whatever works best to tackle the design challenge in front of you.

Basic image-making skills are vital for graphic design work. Although it can take time to develop those skills, repeated practice in drawing, illustration, and photography will eventually give you the confidence to create images that will help you get your graphic message across effectively.

In this chapter, you will:

- develop and improve observation skills.
- explore fundamental media and techniques in illustration and photography.
- create an illustration or photograph that interprets a song.

LEGO

Fig. 3-1 How do you think this image was created? What message does it convey?
©2018 Redmond and Ogden Studios and Illustration by Susan Kare. All rights reserved. Used with permission of LEGO Education, LEGO, the LEGO logo, the LEGO Brick and Knob Configuration, the Minifigure, and the LEGO Education logo, and the Future Mosaic logo, are trademarks of LEGO Group. ©2018 LEGO Education.

62 Chapter 3

In design, there is not one right answer, there's a range.
Susan Kare

Key Terms

- optical
- archiving
- center of interest
- cross-hatching
- depth of field
- exposure
- frame
- figure
- foreshortening
- gesture drawing
- grid
- hatching
- horizon line
- linear perspective
- metadata
- pixel
- rule of thirds
- resolution
- rule of thirds
- shutter speed
- stop
- strobing
- telephoto lens
- viewing image
- width
- wide-angle lens

Objectives

- Students will:
 - use observation skills to create creative images.
 - analyze the visual elements in illustration and photography.
 - create an illustration or photograph that interprets the mood and tone of a song through imagery.

composition

Illustration

photography

Image Creation for Design 63

Teacher Edition (print), Chapter 3, Opener.



Teacher Resources (included with purchase of Digital Class Set or 30 print textbooks)

Studio Support Masters

Photos and illustrations teach techniques and processes. Portfolio and exhibition tips help students document their work, track their progress, and prepare their images in a professional manner.

Vocabulary Masters and Art & Artist Profiles

Profiles highlight the accomplishments of artists and works of art. Vocabulary Masters reinforce vocabulary development through stimulating word games.

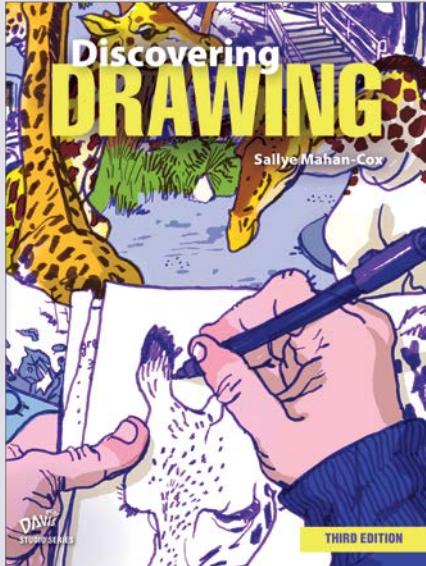
Assessment Masters

Detailed studio rubrics reinforce and extend the rubrics in the Student Book. Chapter review questions reinforce key ideas and concepts. Customizable versions of all assessments are included with the Digital Class Set.



PRINT + DIGITAL

THIRD EDITION By Sallye Mahan-Cox



Features

- Stunning fine art examples.
- Writing prompts and captivating career profiles.
- Point-of-use instructional support for teachers.
- Portfolio development and technical and aesthetic inquiry opportunities.
- A wealth of art history and alternative approaches expand student knowledge.
- Videos and in-depth Student Handbook clarify processes.

Discovering Drawing bridges the gap between art instruction, artistic expression, and personal discovery. Students explore all facets of the drawing process and media in this visually dynamic and comprehensive approach to art instruction that incorporates both **realistic and expressive drawing techniques with art history, aesthetics, and criticism**.

The program is designed to reach students at a range of ability levels and includes in-demand features for contemporary classrooms, such as **connections to STEM and design, Big Ideas for creating meaning, and more contemporary and diverse art** including non-Western and women artists.

Art History
Maurice Sendak (1928-2012) is an award-winning author and illustrator. He used his imagination to create stories that have a compelling beginning, middle, and end. He becomes an imaginary artist, creating a world of symbolic animals, cartoonish, and real people. His drawings are full of emotion and tell stories of real experiences. His *Where the Wild Things Are* (1963) is a classic of children's literature, although when it was first published, many parents asked if it was a scary story. Was it scary? Sendak's answer to their concerned parents is to read it as a bedtime story.

Tips for Using the Teacher Edition
Encourage students to work with their own experiences in their art. *Where the Wild Things Are* is a great book to use and students what not to be afraid to draw. Ask them, "What would you do if you found Sendak's wild things. How did Sendak change them to please his audience?"

Fig. 10-1 This iconic children's book follows a young child as he transforms his world into his imaginary land of the Wild Things. Why do you think the world created in this book has such a strong emotional connection to children? © Maurice Sendak, 1963 and Houghton Mifflin Harcourt. Used with permission.

262 Chapter 10

"I wanted to start a revolution, using art to build the sort of society I myself envisioned."
Yayoi Kusama

10 Imaginary Worlds

Our dreams, memories, and favorite stories can be transformed into the places of our imaginations and the beings who live there. Whether happy or scary, realistic or fanciful, imaginary worlds are based on our own experiences. The more images and stories you will be referencing and the more you have practiced, the better you will be at telling others about what happens in your imagination.

In this chapter, you will:

- explore artists' imaginary worlds.
- learn how artists create their worlds and characters.
- use everyday scenes to create imaginative and unexpected images.
- create your own imaginary worlds.

Imaginary Worlds

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Teacher Edition (print), Chapter 10, Opener.

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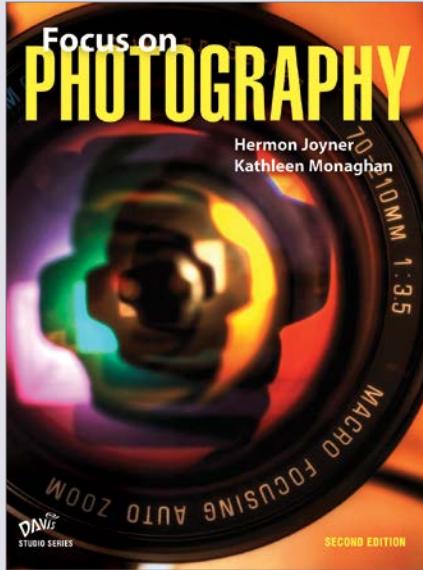
18 THE STUDIO SERIES CORE PROGRAM GRADES 9-12

Focus on Photography



PRINT + DIGITAL

SECOND EDITION By Hermon Joyner and Kathleen Monaghan



Features

- Brilliant fine art and commercial images.
- Videos and technical images clarify processes.
- Captivating career profiles.
- Engaging artmaking experiences with suggested guidance.
- Outstanding student artwork.
- Low-tech to high-tech processes that can be easily adapted.
- Portfolio development and technical and aesthetic inquiry opportunities.
- Point-of-use instructional support for teachers.

Focus on Photography provides students with techniques, skills, and tools for **success in creating both commercial and fine art photographs**. An essential resource for concepts and processes—both digital and film—this program contains a wealth of vibrant images to inspire students and engaging studios to challenge them. From making pinhole prints to manipulating digital images, these artmaking experiences provide **in-depth technical explanations** of darkroom and computer-based processes. With lessons covering everything from the basics and a wide variety of photographic process to the challenges of commercial photography as a career, this curriculum is designed to reach students at every ability level.

Focus on Photography
SECOND EDITION

Key Terms
balance
composition
elements of art
line
principles
principles of design
proportion
scale
saturation
value
weight

Objectives
• Students will learn to identify the elements of art and principles of design.
• Students will use the elements and principles to create photographs.

4 The Art of Photography

Photographers learn how to create visual art with cameras, similar to the way painters learn to create music with instruments. But even though photographers need cameras and other technology to make art, the same visual art elements and principles that apply to painting and sculpture apply to the art of photography.

Photography is more than combining cameras, lenses, and film or memory cards; it is about using those tools in combination with the elements of art and principles of design to create visual art. Understanding the elements and the principles will make your photography more than just snapshots.

In this chapter you will learn:

- about the elements of art and the principles of design
- how to use these elements and principles to make photographs

Fig. 4.1 What makes this image different from a snapshot?
© 2010 Davis Publishing Company, Inc.

Fig. 4.2 A photograph is a fossil of light and time.
Daido Moriyama

96 Chapter 4

97 The Art of Photography

Teacher Edition (print), Chapter 4, Opener.



DavisArt.com/Standards

Teacher Resources (included with purchase of Digital Class Set or 30 print textbooks)

Studio Support Masters

Photos and illustrations teach techniques and processes. Portfolio and exhibition tips help students document their work, track their progress, and prepare their images in a professional manner.

Vocabulary Masters and Art & Artist Profiles

Profiles highlight the accomplishments of artists and works of art. Vocabulary Masters reinforce vocabulary development through stimulating word games.

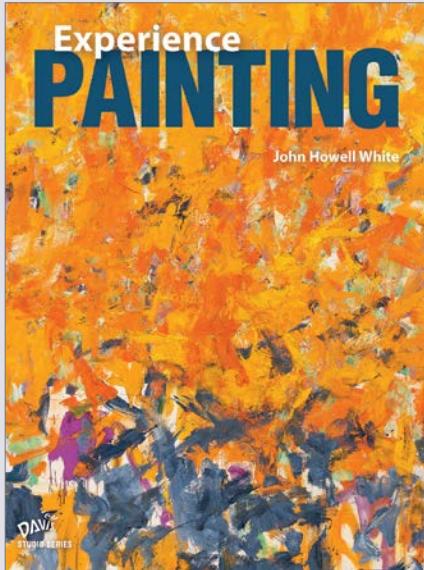
Assessment Masters

Detailed studio rubrics reinforce and extend the rubrics in the Student Book. Chapter review questions reinforce key ideas and concepts. Customizable versions of all assessments are included with the Digital Class Set.

Experience Painting



FIRST EDITION By John Howell White



Features

- Contemporary and historical fine art.
- Artistic strategies cover topics such as motivation and choosing imagery.
- Opportunities for portfolio development, critical analysis, and reflection.
- Tips for developing good studio habits.
- Career profiles.
- Outstanding student artwork.
- Point-of-use instructional support for teachers.
- Student Handbook with information on topics such as light, color basics, and tools and materials.

Experience Painting offers a wide-ranging view of painting's diverse media, tools, and processes, including encaustics, street art, and nontraditional approaches that will inspire teachers and students alike. **Dazzling fine art** accompanies the clear, practical text; **hands-on Studio Experiences** with process photographs allow students to build skills sequentially and invite experimentation. Teacher material supports inquiry-based practice and connections to other subject areas. **Accomplished student artwork**, historical background, **career guidance**, and point-of-use instructional support round out this exciting program in the Davis Studio Series.



8 Wall Painting

In earlier chapters of this book you learned how to apply paint to portable surfaces—paper, canvas, and illustration board. In this chapter you'll learn how to apply paintings directly to indoor and outdoor walls.

Wall paintings, also known as murals, aren't new—people around the world have been making them for centuries. Today, wall paintings are the most common way to use paint to transform the built environment, aside from house paint. Just remember, you have to get permission first.

In this chapter, you will:

- explore wall paintings and murals from a variety of cultures and time periods.
- experiment with mural-making techniques.
- create a mural.



Key Terms
mural
silence
ethanol
france sealer
book cloth
spray can

Objectives
Students will:
• look at and discuss wall murals from a variety of time periods and cultures.
• learn how to use spray painting techniques including spray painting on a surface, creating a stencil, mixing, and applying a fabric, and
• create a mural.

Tips for Using the Opening Image
Margaret Kilgallen did very strong, expressive work. She was inspired by the biography of artist Margaret Kilgallen, which shows how she painted murals on walls and ceilings in her studio. She was also inspired by her work on house paint. Just remember, you have to get permission first.

Activity
ADIT has background information on wall painting. Encourage students to look at the images and read the text before sharing it with students. As some language students are not fluent in English, students can translate the text and share it with their peers. Encourage students to consider why Kilgallen chose to paint murals on walls and ceilings and how her work continues to influence American fine art.

Inquiry
Ask students to look at the image of Kilgallen's work. If they are not fluent in English, encourage them to look at the text and share it with their peers. Ask students to consider why Kilgallen chose to paint murals on walls and ceilings and how her work continues to influence American fine art.

Wall Painting

199

Teacher Edition (print), Chapter 8, Opener.



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Ancillaries

FREE with a Digital Class Set (see page 23)

- Teacher Edition eBook (1 license)
- Davis Art Images subscription
- 30, 60, or 200 student accounts
- SchoolArts magazine digital subscription
- Activation training

- Teacher Resources (digital)
- Portfolios
- Lessons
- Instructional Videos

FREE with 30 print Student Books

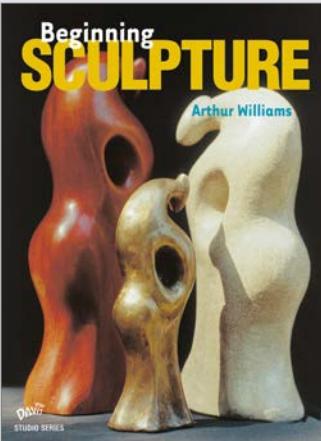
- Teacher Edition (print)
- Teacher Resources (print booklets)
- SchoolArts magazine digital subscription

Beginning Sculpture



PRINT

By Arthur Williams



Features

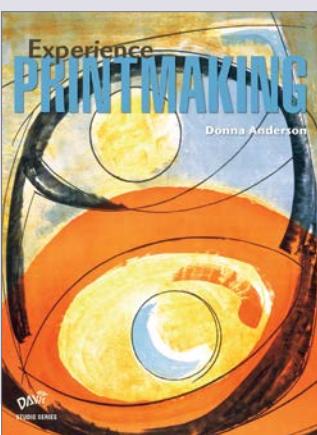
- A diverse range of techniques and media, from plaster casting to found-object assemblage.
- Engaging historical and contemporary images ranging from the ancient sculptors of Mesoamerica to immersive installation experiences.
- Contemporary career profiles of working sculptors.
- Thought-provoking historical profiles help students understand their own place in art history.
- In-depth analysis of using elements and principles to create three-dimensional artworks.
- Detailed illustrations of fundamental techniques.

Experience Printmaking



PRINT

By Donna Anderson



Features

- Step-by-step instruction of printmaking methods.
- Engaging Studio Experiences from intaglio to lithograph collages.
- Stunning fine art examples from historical and contemporary artists.
- Interdisciplinary connections.
- Career profiles of contemporary printmakers.
- Important safety notes for the printmaking studio including nontoxic alternative processes.
- Student Handbook of techniques and processes.

Teacher Resources

 (included with purchase of Digital Class Set or 30 print textbooks)

Studio Support Masters

Photos and illustrations teach techniques and processes. Portfolio and exhibition tips help students document their work, track their progress, and prepare their images in a professional manner.

Vocabulary Masters and Art & Artist Profiles

Profiles highlight the accomplishments of artists and works of art. Vocabulary Masters reinforce vocabulary development through stimulating word games.

Assessment Masters

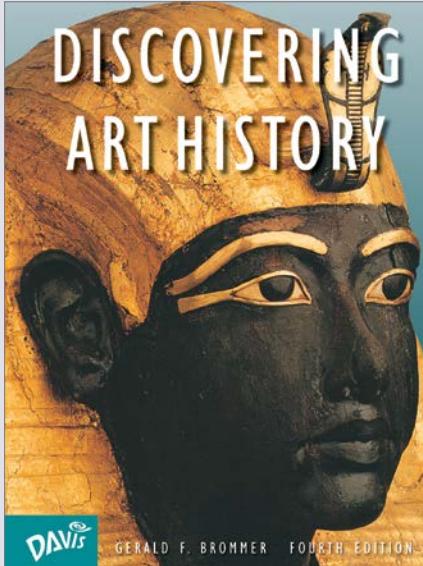
Detailed studio rubrics reinforce and extend the rubrics in the Student Book. Chapter review questions reinforce key ideas and concepts. Customizable versions of all assessments are included with the Digital Class Set.

Discovering Art History



PRINT

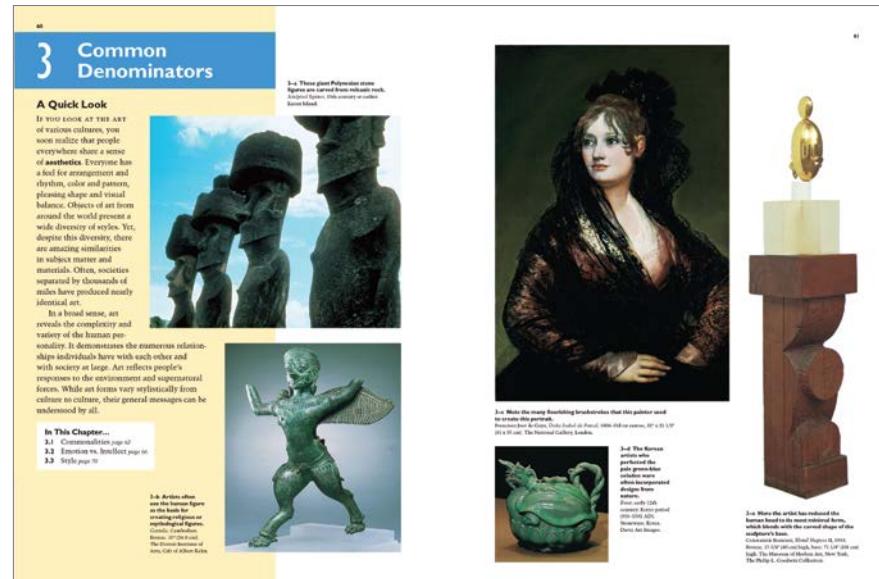
FOURTH EDITION By Gerald F. Brommer



Features

- Useful maps, timelines, and diagrams.
- Student profiles for peer comparison of studio exercises.
- Multicultural and interdisciplinary connections.
- Hundreds of additional inquiry and research-related exercises.
- Contextual information to encourage discussion and understanding.

Discovering Art History offers an in-depth, comprehensive approach to art. With vibrant fine art examples, in-depth profiles of artists, artistic periods, and movements this program includes an **extensive survey of Western art, studies of non-Western art**, and an introduction to **art appreciation**. Engaging studio activities throughout directly connect to chapter content. This **outstanding program** will show students how the visual arts serve to shape and reflect ideas, issues, and themes from the time of the first cave paintings to the twenty-first century.



Student Book, Chapter 3: Common Denominators.



DavisArt.com/Standards

Ancillaries

FREE with 30 print Student Books

- Teacher Edition (print)
- Teacher Resource Package (USB drive)
- SchoolArts magazine digital subscription

Teacher Resources (USB drive)

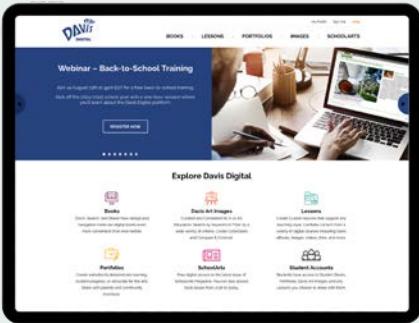
Features include customizable assessment tools. Reproducible resources include review questions and chapter tests, self-evaluation tools, regional maps, and professional articles.

Digital Fine Art Images

Extend the fine art in each lesson with images from around the globe and across time. With your Davis Art Images subscription, you can **view and download images that have been carefully correlated to every lesson**. See page 23 for information.

History through Art Timeline & Teacher Guide

This timeline (three panels, 60 x 12" each) visually links historical events with works of art. The Teacher Guide explores the historical and cultural clues in each work of art and includes inquiry-based exercises, keywords, studio activities, and reproducible pages for students.



Davis Digital homepage.

Features

- Instructional content for **students and teachers**.
- NEW** Downloadable **Lesson Plans**.
- NEW** Translation functionality for Spanish, Haitian-Creole, Portuguese, Vietnamese, French, Arabic, Chinese, Russian, Tagalog and Urdu
- Robust search** functionality.
- Tools for **customizing, organizing, and sharing lessons** with colleagues or parents.
- Rostering and Single Sign-On**.
- Customizable assessments**.
- Portfolios to **display student art or share information** about your program online.
- Access to **thousands of art images** with teaching support.

Davis Digital titles:

Elementary

Explorations in Art, 2nd Ed., Grades K-6

Middle School

NEW *Experience Art*, Grades 7-8

High School

NEW *Experience Clay*, 3rd Ed.

The Visual Experience, 4th Ed.

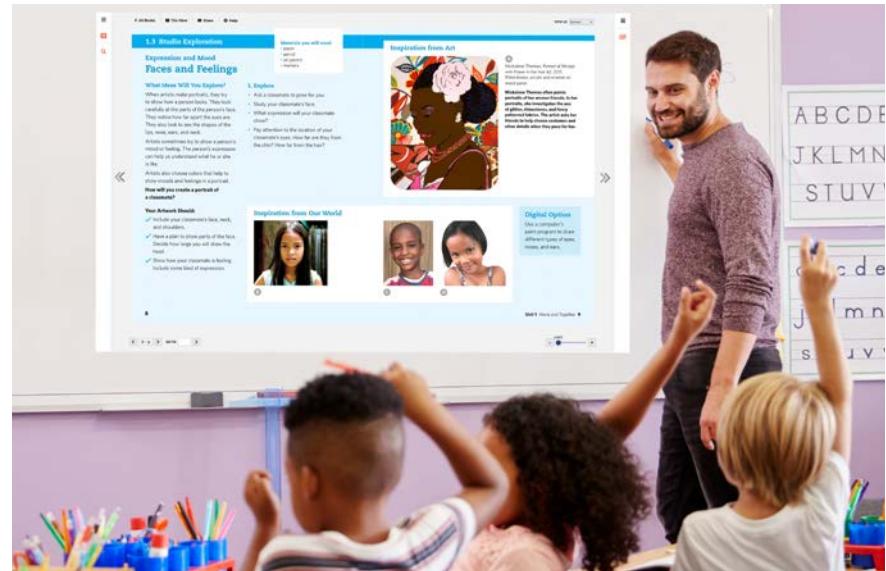
Communicating through Graphic Design, 2nd Ed.

Discovering Drawing, 3rd Ed.

Focus on Photography, 2nd Ed.

Experience Painting, 1st Ed.

Exploring Visual Design, 4th Ed.



Access Davis K-12 curriculum anywhere there is an Internet connection with Davis Digital. Developed to work with the wide variety of technology in classrooms, its **responsive design supports any device teachers and students may be using**.

Students can dive into content for assignments, research fine art images, or create and share portfolios to document project progress or display for presentation. Teachers will love the **downloadable lesson plans**, easy access to instructional content, and the unique planning and presentation tools used to customize instruction. Build new lessons or customize the many samples provided and organize how you want students to focus on them. Seamlessly collaborate with colleagues to create shared lessons, district-recommended curriculum, or benchmark assessments.

Book Collections

Davis Publications' Book Collections are sets of supplemental fine art images correlated to each unit and lesson in all of Davis digital programs. The images, chosen by Davis' curator of images, are perfect for expanding the scope of a lesson or studio experience. The images are accompanied by complete contextual information. The chapter and lesson number from each program are listed under the "Description" heading in each image record.

Search for artist name, artwork, theme, media, o

SEARCH
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A Community Connection
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Created By: Scott Hanchett (Admin)

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Book Collections are perfect for expanding the scope of a lesson or studio experience.

Davis Art Images are included with all Davis Digital curriculum purchases.

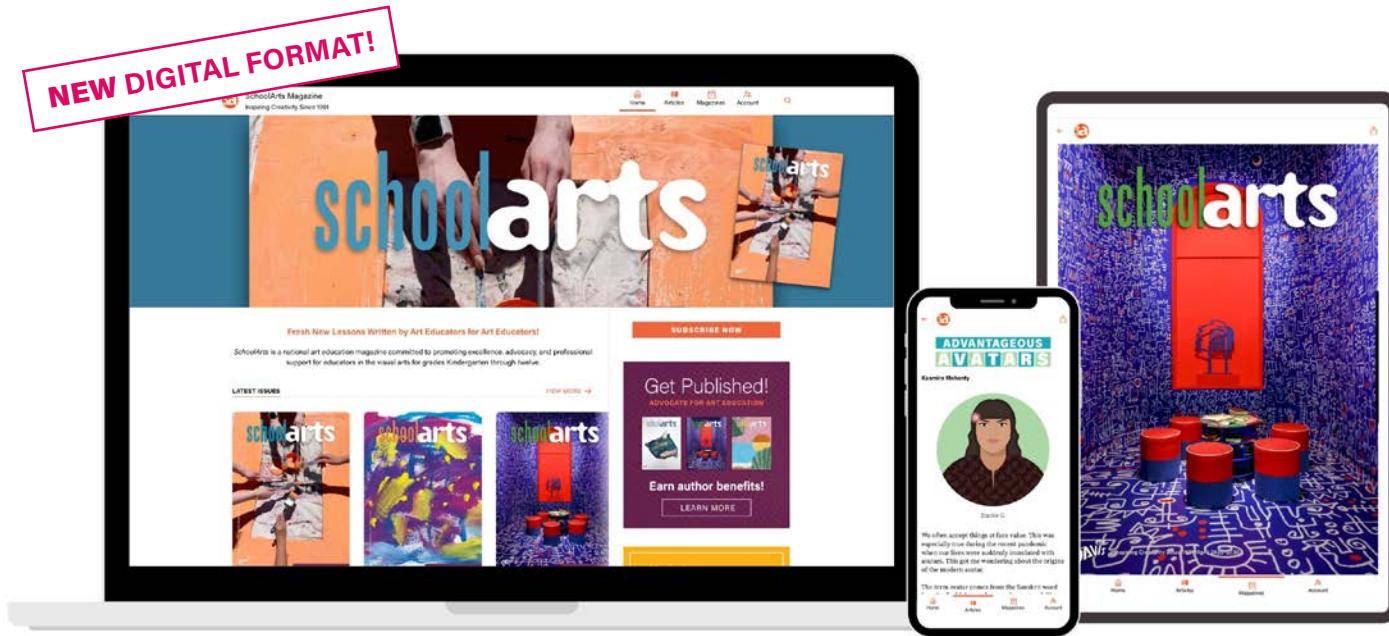
Expand your lessons and extend learning with artwork from leading museums and galleries. Showcasing artwork across time and from cultures around the world, the regularly updated library houses a stunning variety of diverse art with detailed information for teaching and zoom-in capabilities up to 300%. See page 41 for pricing.



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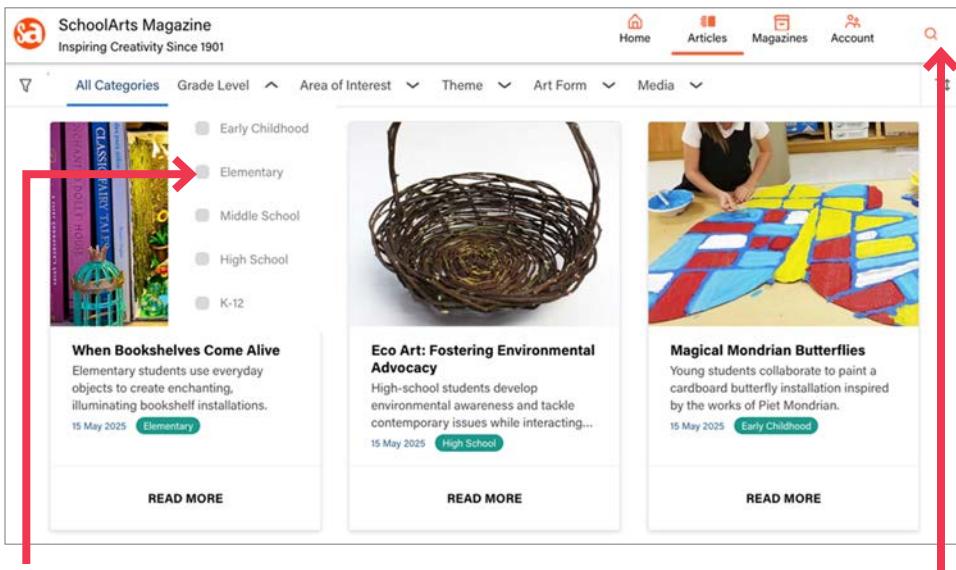
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You, your methods, ideas, and strategies are the best contemporary resource available. Share your expertise and get published in *SchoolArts*! Here's how:

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What have you had success with recently in your classroom? What do other teachers need to know? What artist, trend, or issue has influenced you?

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Use a conversational style, outline your ideas, and keep it to 800 words or less.

3. Submit your article

We'll take it from there!

Sharing your ideas and experience is the best way to advocate for art education! Being published in America's longest-running art education magazine will make your colleagues, administrators, parents, and students take notice. **Published articles make valuable additions to your portfolio, employment applications, and grant applications.**

Wondering what to write? *SchoolArts* publishes a wide variety of articles—studio lessons for all levels K-12, advocacy, classroom management, innovative responses to everyday challenges art teachers face, differentiated instruction, and more. Just think about your successes in the art room and start writing!

To submit your article, go to SchoolArts.com/Submission.

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Authors of published articles receive:

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You understand the need to continually refine your instructional practices. Make sure the courses you choose support your ultimate goal—helping students succeed.

We provide learning that is relevant to contemporary approaches and issues.

Presented on-demand, virtually, or in-person by master teachers who are experts in the most current classroom pedagogy and the practical, discipline-specific, targeted application of research-backed content. **Learn from educators who are recognized leaders** with a plethora of applicable classroom successes.



Participation Options

In-Person

- half-day
- full day
- multi-day

Online

- one hour
- half-day
- full day
- multi-day

Session Options

On-Demand Sessions

High-quality author-delivered video combined with practical application and reflection provide you with a self-paced professional development experience that truly changes practice. Enjoy courses developed and presented by experts in the most current classroom pedagogy from the comfort of wherever you are. These sessions provide practical, discipline-specific, and targeted application of topics that matter to teaching and learning today.

Workshops, Coaching, Classes, and Conference Sessions

Our preplanned sessions offer information, strategies, and guidance on the hottest subjects in art education today. Topics can be implemented as conference or keynote sessions as well as school and district professional development. Learn from our master teachers and apply that knowledge across your team's practice immediately. Choose from the topics listed on the next page or customize your own sessions.

Customized Sessions

Design a custom-made professional learning experience! Our professional development manager will work with your district to develop a program to fit your specific needs. Our master teachers can easily address your personal, school, and district goals while providing a meaningful experience that is immediately applicable to classroom practice. Custom sessions are available in face-to-face, virtual, and blended formats.

Visit DavisArt.com/ProfessionalDevelopment for more information! Contact Kristi Oliver, Professional Development Manager, at KOliver@DavisArt.com or call 800-533-2847, ext. 1747.

PD Topics & Curriculum Implementation

Topics

We offer an extensive list of topics that can be delivered as workshops, courses with ongoing coaching, conference and keynote sessions, or customized sessions to fit your individual needs! **Visit DavisArt.com/PDTops to explore the full list.**



Teaching through Inquiry/ Inquiry-Based Learning

Explore strategies to employ inquiry with students. Discover ways to engage them deeply and link their learning to the real world.



Restorative Practices

Discover intentional supports to create effective and nurturing environments for both teaching and learning. Sub-topics may include fostering resilience and behavioral interventions.

Choice-Based Art Education

Explore instructional frameworks for varied levels of choice and ways of crafting authentic assessments while providing clear connections.

NEW!

Curriculum Implementation Support

Strong implementation of the resources you choose is a key component to student success. Davis's Professional Development team is here to **ensure successful and meaningful use of your Davis instructional materials**. Choose from three tiers of support to guarantee successful curriculum application.

Implementation sessions are available per grade level (elementary, middle, or high) or by program. Sessions can be organized for groups of 40 participants or less. Session **content is flexible and can be expanded or condensed** based on the amount of time available; sessions can be conducted in-person or virtually as single or multiple day programs.

Tier 1 Sample Sessions:

- Deep Dive: Curriculum Implementation (full day suggested)
- Implementing/Instructing with Resource Card Sets
- Process-Based Studio Engagement

Tier 2 Sample Sessions:

- Teaching through Inquiry
- Teaching with the Sketchbook and/or Visual Journal
- Using Thematic Units to Promote Understanding

Tier 3 Sample Sessions:

- Differentiated Instruction and/or Adaptive Art
- Evolving Ideas/Postmodern Principles
- Teaching with Contemporary Art and/or Media Arts



Curricular Considerations in Contemporary Art Education

NEW!

Explore ways of encouraging students to make art that is not only authentic but truly their own. **Receive ten hours of professional development** with art educator Richard Kim as you rethink curriculum. During this course, you will examine applicable strategies for keeping art content and assignments current and relevant to your students. Designed to foster familiarity with Contemporary Art Practices, coursework will motivate educators to be creative with their curriculum and take risks in developing art assignments that empower all students. Dive into four modules that outline contemporary approaches for designing curricular components, while providing an opportunity for self-reflection through a series of exercises. Supplemental readings, art educator interviews, and student testimonials provide added inspiration!

Certificate of Completion supplied for a maximum of 10 hours.

Visit DavisArt.com/PD to try out one of our Professional Development courses for FREE!



MODULE 1: Deconstructing Foundational Skills

Learn strategies for reimagining what foundational skills in art could look like today and how to evaluate your current curriculum.



MODULE 2: Strategies in Developing New Language

Identify alternative ways of talking about art and artmaking outside of traditional approaches.



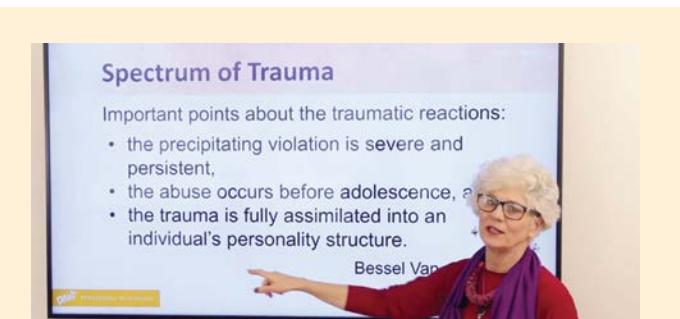
MODULE 3: Strategies in Developing New Lessons

Discover ways of generating ideas for crafting contemporary lessons including where to get references and what informs the direction your lessons take.

MODULE 4: Process in Contemporary Practice & Pedagogy

Consider what impacts your own pedagogy while exploring how to discern and define the relationship between student engagement and the creative process.

Therapeutic Approaches in Art Education



Investigate ways to support therapeutic artmaking in your teaching practice. **Get four hours of professional development** with Dr. Lisa Kay, author of the Art Education in Practice Series title *Therapeutic Approaches in Art Education*. This course offers key elements, approaches, and practical guidelines for therapeutic art education with students who have encountered adverse childhood experiences and trauma. Get curricular resources and educational artmaking strategies to help students communicate their ideas, express/contain emotions, and self-regulate.

MODULE 1: Foundations and Intersections

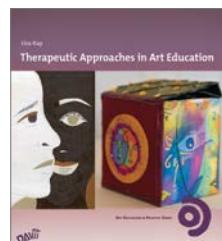
Learn about art education's historical influence on art therapy, highlighting commonalities and differences between therapeutic art education and school art therapy.

MODULE 2: Trauma-Informed Practices

Discover approaches, principles, and models that can be applied to art education, including why they are effective with students who have suffered traumatic experiences.

MODULE 3: Taking Care of Others and Ourselves

Explore how art can be used as a form of self-care and gather suggestions about what teachers can do after experiencing a traumatic event.



Learn about Dr. Lisa Kay's book, ***Therapeutic Approaches in Art Education***. See page 30 for details.

Media Arts Intensive



Learn from professionals, artists, and educators working in Media Arts today. **Get fifteen hours of professional development** as you discover a wealth of exciting ideas you can use in your classroom immediately. Be inspired by an overview of Media Arts and how it has evolved over time, a deep dive into the National Media Arts Standards, and 34 exciting sessions for educators across all grades. Whether you have an existing program or are building one from the ground up, you will gather an abundance of ideas that will expand your mindset on new media.

Nine Artist Talks

Interviews with contemporary artists: Momo Pixel, JooYoung Choi, Allison Maria Rodriguez, Dorothy Fatunmbi, Amanda Strong, Jillian Mayer, Pippin Barr, and Petronio Bendito.

Four Focus Sessions

Discover how color is perceived in digital/virtual spaces; get an overview of Media Arts, highlighting key artists and technological advancements over time; and explore issues surrounding copyright, appropriation, and fair use.

Seventeen Best Practice Lectures

Media Arts educators provide practical guidance for implementing Media Arts lessons into your curriculum and share their expertise in everything from creating text and low poly art to augmented reality!

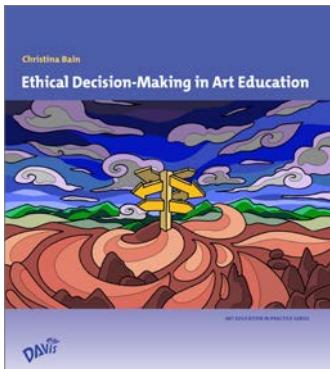
Two Panel Discussions

Media Arts teachers discuss key topics relevant to incorporating multimedia into learning communities. Discover how these teachers made Media Arts work for their students regardless of technological constraints.



Transform education research into practical classroom strategies.

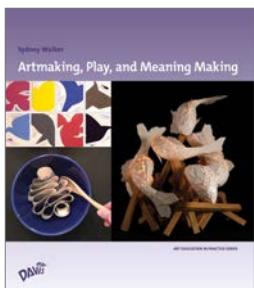
The Art Education in Practice Series is the single most comprehensive source for superior content in teacher education and professional development. Each contributor to this series is a nationally known expert on theory and practice in art education.



Ethical Decision-Making in Art Education

Christina Bain. Art education training typically covers many practical facets of the job—classroom management, writing a lesson plan, demonstrating how to slip and score a clay pot—but rarely does it comprehensively address the many ethical challenges art teachers may face. Teachers are expected to adhere to a professional code of ethics, yet limited preservice and/or inservice teacher training specifically addresses how to make these types of decisions. How do art educators learn to make effective ethical decisions, especially when teaching encompasses diverse and often ambiguous situations?

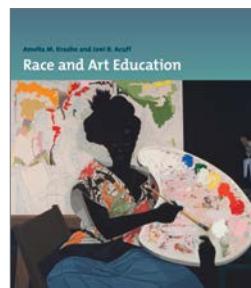
This new title in the Art Education in Practice series explores the fundamental and practical aspects of the ethical decision-making process. 152 pages, softcover.



Artsmaking, Play, and Meaning Making

Sydney R. Walker. While play is typically associated with young children, the idea of play as an instrument of thinking can be applied to all students. Framing artsmaking with play as two forces pulling in opposite directions (like order and chaos) can expose

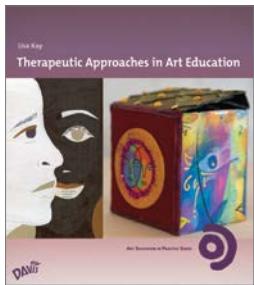
hidden ideas. In this impactful new book, the author draws from contemporary artists and classroom artsmaking to demonstrate how play works to evoke diverse thought and challenges students to move beyond traditional artsmaking. Discover examples illustrating disruption through play and how experiences can be designed for the classroom. 210 pages, softcover.



Race and Art Education

Amelia M. Krahe and Joni B. Acuff.

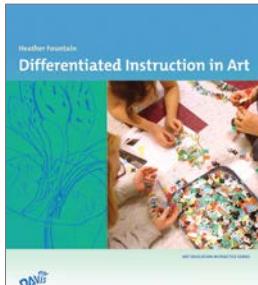
“Understanding the complexities of race, especially as it relates to educating students of all backgrounds is crucial. We need strategies and a succinct vocabulary that helps us speak frankly about how race guides our work, from curriculum to classroom management.” With a focus on classroom practice, this book addresses issues of race in an accessible style. It provides a well-informed introduction to essential concepts for engaging race and includes units of instruction and practical suggestions for doing so in a constructive, equity-oriented manner. 212 pages, softcover.



Therapeutic Approaches in Art Education

Lisa Kay. Working with students who have experienced adversity and trauma can be challenging. Discover trauma-informed approaches in the newest title of the *Art Education in Practice Series*. Dr. Lisa Kay provides a practical guide for educators who wish

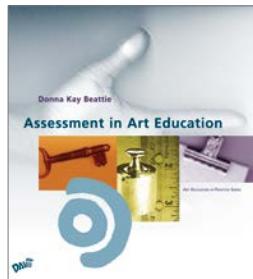
to support therapeutic artsmaking in their practice with strategies that can be applied to a typical classroom setting—urban, rural, or suburban—and address marginalized populations. While you will not become an art therapist, this book will help you support your students in thoughtful, holistic ways. 186 pages, softcover.



Differentiated Instruction in Art

Heather L. R. Fountain. This resource adapts the leading theories, ideas, and best practices for art educators. Discover new ideas as you are guided through the author’s journey of incorporating effective methods into practice in the art room. This title provides strategies that make learning meaningful, exciting, and accessible. There are suggestions for how to foster community in the art room by empowering students in a variety of ways, including building choice into the process, content, and product in your lessons. 221 pages, softcover.

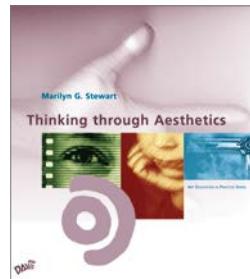
Purchase the complete series and **save more than \$135!** Visit **DavisArt.com/ArtEdinPractice** for more information.



Assessment in Art Education

Donna Kay Beattie. From portfolios to integrated performance options this book details a wide variety of assessment strategies. Traditional methods, scoring and judging strategies, as well as formative and summative assessment styles are all explored. Strategies on how to combine assessment with

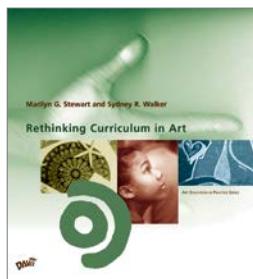
art instruction and thorough explanations of assessment vocabulary and key concepts are included. 147 pages, softcover.



Thinking through Aesthetics

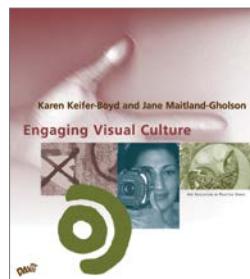
Marilyn G. Stewart. Designed to encourage your students to ask questions about art, this book features a wealth of specific activities that facilitate philosophical inquiry and develop critical thinking skills. Activities for philosophical inquiry and for introducing and practicing skills are included, as well as

reproducible worksheets and activity pages. 128 pages, softcover.



Rethinking Curriculum in Art

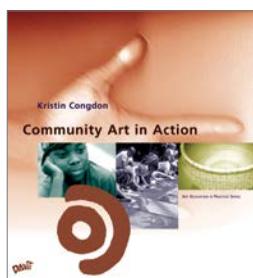
Marilyn G. Stewart & Sydney R. Walker. Research shows that thematic teaching across the curriculum significantly increases student engagement. This groundbreaking book gives concrete examples of how teachers can enhance their current lessons by organizing them around meaningful, universal themes such as identity and relationships. Step-by-step guidelines for selecting content and organizing art instruction, as well as charts to guide curriculum planning are included. 162 pages, softcover.



Engaging Visual Culture

Karen Keifer-Boyd and Jane Maitland-Gholson. A guidebook for teachers to help students make sense of the pervasive flow of visual information shaping their worldview and way of being. By gaining an understanding of the presence and power of visual culture, students are empowered to

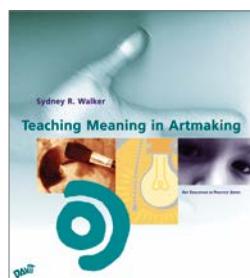
participate actively in constructing their own meanings. Reproducible handouts and worksheets include practical strategies for teaching each chapter. 162 pages, softcover.



Community Art in Action

Kristin Congdon. This resource shows how art education programs can be expanded to address community-based and cultural traditions. The text explains how art and aesthetic choices are at the heart of communities and discusses how community practices are associated with the natural and

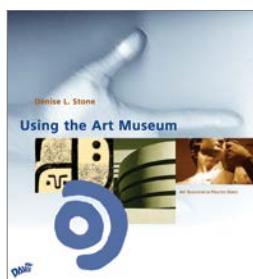
built environment, recreational activities, and ethnic traditions. Activities for involving students in their local community are included. 121 pages, softcover.



Teaching Meaning in Artmaking

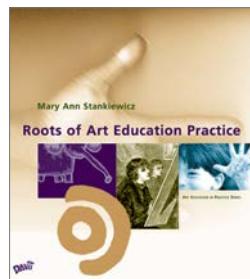
Sydney R. Walker. Built on a constructivist philosophy of learning, this book explores ways of fostering inquiry and discovery in the studio classroom. The works of contemporary artists are used to help explain the role of Big Ideas and personal connections in artmaking.

Tips on designing meaningful studio instruction and problem-solving strategies, and questions and practical strategies on "unpacking" the artmaking process are included. 160 pages, softcover.



Using the Art Museum

Denise L. Stone. How can the museum be incorporated into the school curriculum? The author highlights examples of exemplary programs that engage students in meaningful ways and provides practical ideas for making your local art museum an exceptional education resource. Reproducible worksheets and checklists for planning your museum trips are included. 130 pages, softcover.

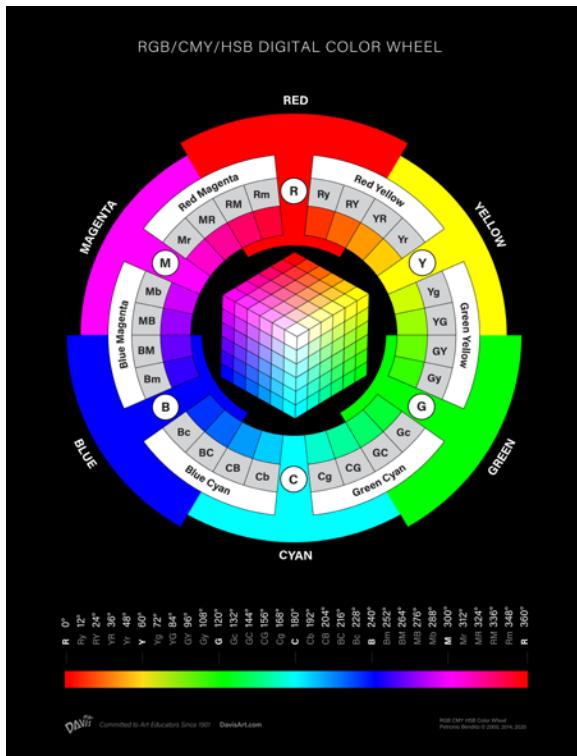


Roots of Art Education Practice

Mary Ann Stankiewicz. Readers will gain insights into the circumstances under which curricular practices originated enhancing their appreciation of the beliefs that shape art education today. Meet some of the people who proposed and implemented the changes in the way art should be taught. Discover the origins of the focus on the elements of art and principles of design. 146 pages, softcover.

Teaching Digital Color: RGB/CMY Color Wheel

NEW!



Traditionally, students learn how to create colors by mixing pigments from the primary colors (red, yellow, and blue). However, **digital media provides new approaches**; today artists and designers work with colors created by mixing red, green, and blue light from computer, tablet, and cellphone screens.

Teaching Digital Color provides a framework for teaching today's most foundational color concepts. Ensure that student's work on-screen is based on their understanding of digital color as opposed to intuition or trial and error.

Designed to engage learners, this program features a **full-size (18 x 24") poster** that paves the way for exploring digital color. You will receive comprehensive support materials and innovative approaches in a digital teacher guide that offers:

- **Video instruction** to visualize important concepts, such as color mixing, formulas, and the digital color spectrum.
- **Practical activities and tutorials** for immediate use in lesson plans.
- **Detailed explanations** of RGB, CMYK, and HSB color systems.
- **Instruction** to increase color literacy for a better understanding of the expanded color model.
- **Guidance** for selecting and mixing colors in digital environments for use in media arts and design.

Learn more at DavisArt.com/ColorWheel.

Engaging with Public Art

COMING SOON!



DIGITAL

Introducing a brand-new way to immerse students in the world of contemporary art.

While students may struggle to relate to historical art periods and styles, showcasing artists of today can inspire them and help form connections to important contemporary concepts such as empowerment, empathy, and integrity. With innovative ideas, styles, techniques, and explorations, this thoughtfully curated selection of images will help students connect to the world we live in.

Adele Renault, *These rock pigeons chose the trees*.

Engaging with Public Art highlights the art form recognized as street art. Displayed in public places, buildings, streets, and publicly viewed surfaces, street art has become a worldwide phenomenon. Organizations and institutions from a variety of industries use street art to promote their mission to a younger demographic, while communities around the world use it to connect local residents with meaningful and relevant ideas in their communities. Using this set of thoughtfully curated images, you can **engage students in small groups or full-class discussions or independent exploration** of the artists, art practices, or artworks. Explore the elements and principles with your students in a new and exciting way. Support their curiosity and inquiry while they learn to observe the world around them in deeper and more meaningful ways.

Available digitally, this set includes:

- **35 images** highlighting contemporary mural artists.
- Connections to elements and principles .
- Detailed information about each artist and artwork .
- **Big Ideas and Essential Questions** that foster engagement.
- Informative Teacher Guide with **Discuss, Explore, and Create prompts** to extend learning opportunities.
- Key vocabulary and timelines.
- Support for student exploration of contemporary art.

Learn more at DavisArt.com/PublicArt.

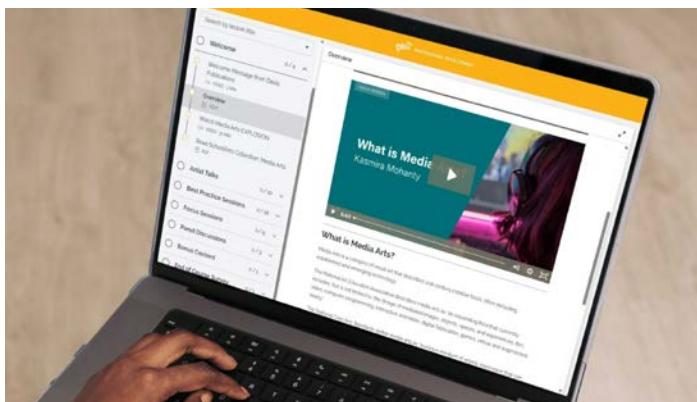
Media Arts Essentials

NEW!



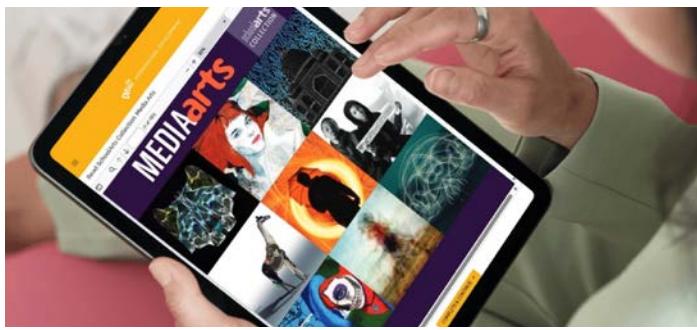
DIGITAL

Inspire creativity, boost student engagement, and stay ahead of the curve with Media Arts resources that are as dynamic as your students. Explore tools, techniques, and practices that fuse traditional art principles with emerging technologies. **The Media Arts Essentials program packages Davis's Media Arts resources** with instruction on how to facilitate successful implementation. **Get sixteen hours of professional development** with this dynamic digital package that provides a wealth of lessons and support for educators across grades K-12. From digital color theory to implementation support, you'll have all you need to get started incorporating Media Arts into your program.



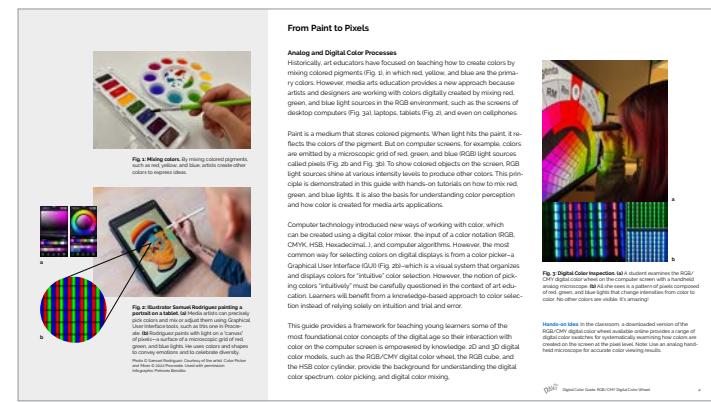
Media Arts Intensive

An overview of Media Arts, a deep dive into the National Media Arts Standards, and 34 exciting sessions are included with this package. Engaging artist talks, best practice lectures, panel discussions, and focus sessions from Media Arts educators, artists, and experts in the field provide 15 hours of online Professional Development.



Lessons

Get inspiration, ideas, and insight from experienced educators specializing in new media. This package includes digital access to *SchoolArts Collection: Media Arts* and even more lessons for learners at all levels in Media Art Intensive.



Teaching Digital Color

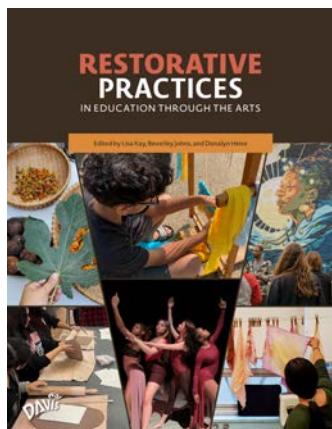
Our new teacher resource with innovative approaches for teaching digital color is included in the package. This content expands upon traditional color systems used for Media Arts and design with in-depth instructional content, detailed support, engaging video instruction, practical lessons, and digital color mixing tutorials.



Implementation Support

To ensure your new initiatives are not just planned, but also effectively and sustainably put into practice, this package includes a one-hour pre-recorded implementation session. That's 16 total hours of professional development!

Learn more at DavisArt.com/MediaArtsEssentials

Books, Poster, **PiktoTape™**

Restorative Practices in Education through the Arts

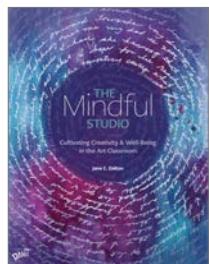
NEW!

Lisa Kay, Beverley Johns, and Donalyn Heise. Restorative practice can be defined as actions put in place to support, encourage, and build relationships. It also builds resilience to cope with adversity. The arts are specifically well-suited to this as they restore well-being through creative processes. Developed by experts in the fields of art and education, this new title provides meaningful insight and practical strategies for developing and implementing restorative practices that are applicable to classrooms, professional development, and teacher preparation.

Check out *Therapeutic Approaches in Art Education* by Lisa Kay on page 30.

Explore practical arts-based strategies on topics such as:

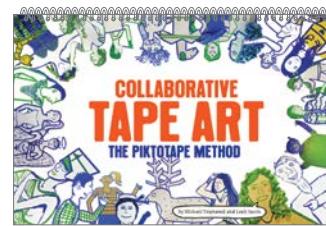
- Creative healing practices.
- Visual and performing arts as therapy.
- Trauma-informed methods.
- Transformative learning.



The Mindful Studio: Cultivating Creativity & Well-Being in the Art Classroom

Jane E. Dalton. Grades K-12. This book introduces mindfulness-based expressive arts practices to teachers. Bringing activities like these to the classroom offers students tools to enhance their creative process and encourage them to be open to their emotional life. Imagine a classroom where all students feel safe to simply show up,

be present to all facets of their amazing and growing beings, and respond through creative and mindful practices. 148 pages, softcover.



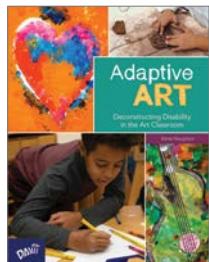
Collaborative Tape Art: The PiktoTape Method

Michael Townsend and Leah Smith. Grades K-12. This fun, practical resource gives educators the tools they need to lead their communities in producing one-of-a-kind murals. 98 pages, hardback, spiral-bound, softcover.



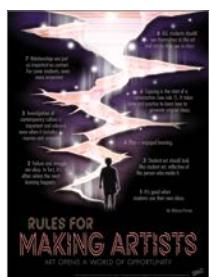
PiktoTape™

The original Tape Art® Crew creates massive temporary artwork all over the world. What tape do they use? **PiktoTape™!** Available in three kits with a variety of widths, PiktoTape is an easy-to-use medium for all students. It's spongy adhesive makes for easy ripping, curving, and sculpting and provides rich opaque color!



Adaptive Art: Deconstructing Disability in the Art Classroom

Bette Naughton. Grades K-12. A collection of tools and strategies to help art educators create adaptations for students with special needs. This practical resource will enable you to engage students of all abilities in the creative process. Includes a variety of instructional methods to adapt art activities, media, tools, and techniques. 146 pages, softcover, print/digital.



Rules for Making Artists Poster

Text by Melissa Purtee. Imagine the world your students can make with their creativity. Remind them every class with our Making Artists poster, 18 x 24." Based on the book *Making Artists* by Melissa Purtee and Ian Sands, this is the perfect piece to adorn your walls and show your students that art opens a world of opportunity for them!

GO! KIT

BLUE PiktoTape™
Rolls: 1 half-inch, 1 one-inch, 1 two-inch
GREEN PiktoTape™
Rolls: 1 half-inch, 1 one-inch, 1 two-inch

DRAW KIT

BLUE PiktoTape™
Rolls: 8 half-inch, 6 one-inch, 1 two-inch
GREEN PiktoTape™
Rolls: 8 half-inch, 10 one-inch, 1 two-inch

SCULPT KIT

BLUE PiktoTape™
Rolls: 6 two-inch
GREEN PiktoTape™
Rolls: 6 two-inch

Resource Books

EARLY CHILDHOOD / ELEMENTARY



A new release of an old favorite!

Beautiful Stuff:

Learning with Found Materials

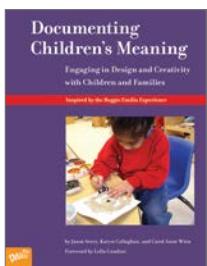
Cathy Weisman Topal and Lella Gandini. Grades PreK-2. Help nurture children's creativity through experimentation, reflection, and exploration. Includes activities for collecting, categorizing, and sorting found materials, and creating a mini studio in the classroom. 107 pages, softcover.



Beautiful Stuff from Nature:

More Learning with Found Materials

Cathy Weisman Topal and Lella Gandini. Grades PreK-5. Through their explorations, collections, creations, displays, and stories, children discover the beauty and variety of their own natural worlds. Principles of the Reggio Emilia approach guide the explorations and documentations. 127 pages, softcover.

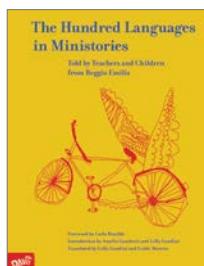


Documenting Children's Meaning:

Engaging in Design and Creativity with Children and Families

Jason Avery, Karyn Callaghan, and Carol Anne Wien. Foreword by Lella Gandini.

Grades PreK-5. Through photographs and reflections, we see children, families, and teachers engage in constructing relationships through their work with materials, emergent concepts, and sustained play. 190 pages, softcover.

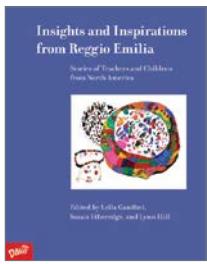


The Hundred Languages in Ministories:

Told by Teachers and Children from Reggio Emilia

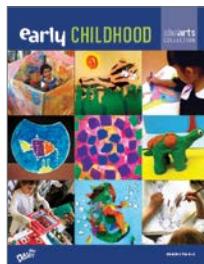
Foreword by Carla Rinaldi, Introduction by Amelia Gambetti and Lella Gandini.

Grades PreK-5. In this book, we can observe the timeless stories first seen in the Italian edition of *The Hundred Languages of Children*. Observe the attentiveness and competency of teachers as they construct meaningful experiences with the children. 102 pages, softcover.



Insights and Inspirations from Reggio Emilia

Edited by Lella Gandini, Susan Etheredge, and Lynn Hill. Grades PreK-5. This narrative in word and image represents the voices of teachers, scholars, and policymakers whose professional philosophies and practices have been changed by their encounters with the philosophy and practices of Reggio Emilia, Italy. 224 pages, softcover.



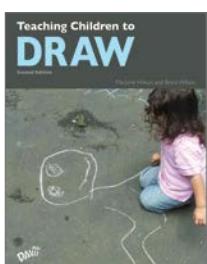
SchoolArts Collection:

Early Childhood

Grades PreK-2. Engaging and inspiring ideas for early childhood students. Discover lessons based on foundations common to the Reggio-Emilia approach and choice-based and play-based art education that reflect an exploratory approach to encountering artist's tools, materials, and ways of working emphasizing discovery. 137 pages, softcover, print/digital.

Check out more resource books for early childhood at DavisArt.com/EarlyChildhood.

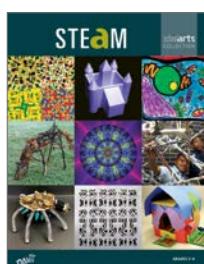
ELEMENTARY / MIDDLE SCHOOL



Teaching Children to Draw

Marjorie Wilson and Brent Wilson.

Grades K-8. This version classifies the artworks children make into three categories: drawing on their own, teacher-initiated playful and game-like drawing activities, and adults and children drawing together. 186 pages, softcover.

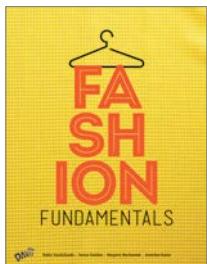


SchoolArts Collection: STEAM

Grades 2-8. Guide student inquiry and build critical thinking skills with STEAM—the meaningful integration of science, technology, engineering, art, and math. In each of these lessons, STEAM is made more powerful because of the interdisciplinary and engaging nature of art. 139 pages, softcover, print/digital.

Resource Books

MIDDLE SCHOOL / HIGH SCHOOL



Fashion Fundamentals

Robin VandeZande, Terese Giobbia, Marjorie Wachowiak, and Gretchen Kaine.

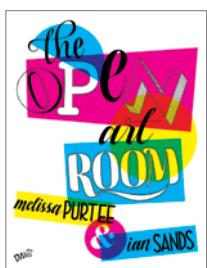
Grades 6–12. Immerse students in problem-solving and innovative thinking with fashion design. Covering methods and approaches to teaching fashion, this title also includes cultural and personal influences, fashion history, and foundations. Lesson activities guide students through the process of developing original ideas using the creative process. 146 pages, softcover.



SchoolArts Collection: Media Arts

Grades 6–12. Media Arts constantly changes!

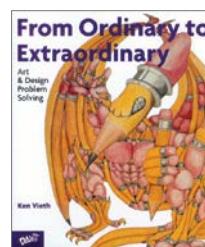
Has that kept you from including it in your program, or have you fully incorporated it? In either case, this book is a must-have resource. It provides inspiration, ideas, and insight to bring digital processes and new technologies into your classroom. Learn from experienced educators specializing in new media and technology as they share best practices and lessons for students at all levels, beginner to advanced. 141 pages, softcover, print/digital.



The Open Art Room

Melissa Purtee and Ian Sands. Grades 6–12.

The first book to present a framework for choice-based instruction for secondary-level art education. This hands-on resource takes inspiration from a variety of contemporary teaching methods and has a full range of lesson plans, from modified to full-choice solutions, all based on artistic behaviors. 217 pages, softcover, print/digital.

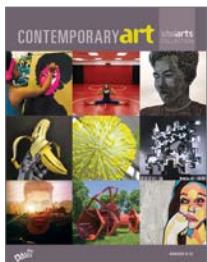


From Ordinary to Extraordinary

Ken Vieth. Grades 6–12. The teacher resource

that emphasizes visual problem solving, creative thinking, and cooperative learning. Ideal for incorporating stimulating studio experiences into the curriculum! This book encourages higher-level thinking and includes projects that explore the subjects of self, family, and community. 148 pages, softcover.

HIGH SCHOOL



SchoolArts Collection: Contemporary Art

Grades 9–12. The diversity in expression and countless cultural and social influences behind contemporary art make it a perfect mechanism to provide increasingly diverse student bodies with a broad range of artistic expression. Organized into chapters on "Identity," "Social and Emotional Issues," and "Collaboration," this title provides lessons based on concepts and

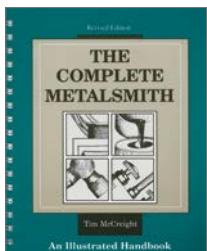
essential questions that encourage students to learn about, respond to, and create contemporary art. 137 pages, softcover, print/digital.



Making Artists

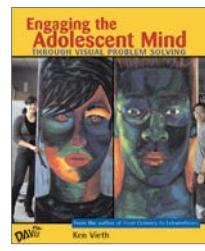
Melissa Purtee and Ian Sands. Grades 9–12.

A comprehensive look at how and why a student-directed classroom is essential for the development of the student artist. *Making Artists* picks up where *The Open Art Room* left off, covering issues and situations choice-based art teachers encounter as they design their program. Discover tested methods for working through situations such as room design, material handling, student ideation, and assessment, along with a new set of unit and lesson plans. 247 pages, softcover, print/digital.



The Complete Metalsmith, Revised Edition

Tim McCreight. Grades 9–12. Since its publication in 1982, *The Complete Metalsmith* has become a standard reference for jewelers and metalsmiths. Detailed explanations and up-to-date information on more than 125 techniques make this the authoritative shop guide for experienced metalworkers and the single source of practical technical information for all. 198 pages, spiral-bound, softcover.



Engaging the Adolescent Mind: Through Visual Problem Solving

Ken Vieth. Grades 9–12. Engage students through visual problem-solving with thought-provoking studio experiences designed to encourage personal expression. Each studio includes objectives, a technical challenge, and reflection opportunities. 148 pages, softcover.

Creative Minds—Out of School



PRINT

By Cathy Weisman Topal



Educator's Edition.

Creative Minds is a K-5 **art-based curriculum** that introduces young people to the joy of viewing, wondering about, and creating art.

For After-School Educators and Programs

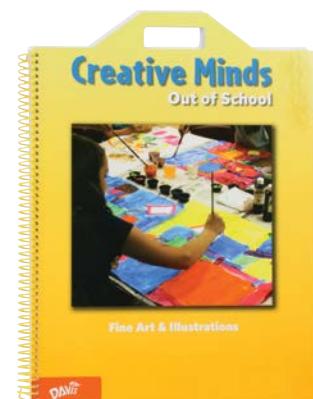
Creative Minds offers **step-by-step support for after-school educators** to provide engaging artmaking experiences for young people. Foster **inquiry**, develop **problem-solving** and **communication skills**, **teamwork**, and **creativity as learners view, consider, and make art**. This program is uniquely designed to provide many **opportunities for sharing and celebrating students' work** with families, the school, and the wider community.

Big Book

- Engaging, large-format fine art images.
- Clear step-by-step process instruction.

Educator's Edition

- Step-by-step support for creating art.
- Suggestions to differentiate instruction.
- Key vocabulary in both English and Spanish.
- Teaching tips, including activity extensions.
- Detailed materials lists.
- Large size (16 x 20").



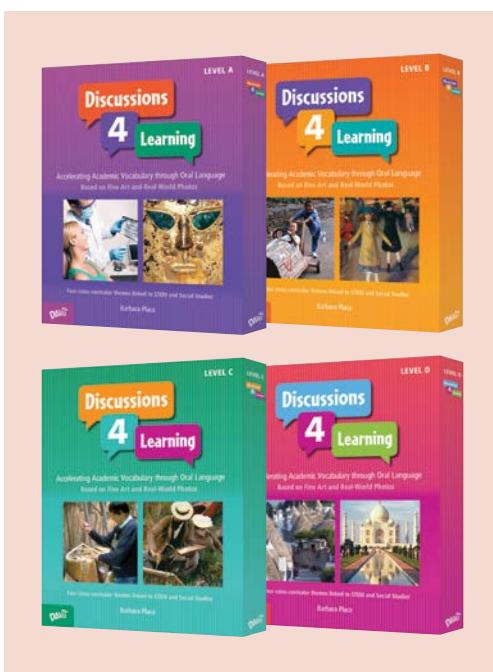
Big Book.

Discussions4Learning



PRINT

By Barbara Place



Support Academic Vocabulary Development and Oral Language Skills with Art

The most effective way to build student vocabulary is to give your students frequent oral language experiences. Engage learners of all abilities in academically productive discussions of fine art and real-world images. By using the carefully crafted sequential scripts, you can fully engage students and accelerate their vocabulary, comprehension, and oral expression.

Discussions4Learning builds overall vocabulary knowledge by repeatedly exposing students to advanced academic vocabulary in a variety of contexts, which prepares them to comprehend increasingly challenging cross-curricular vocabulary.

Each level includes:

- Teaching support for each theme in the program.
- Program Guide.
- 96 fine art and real-world images used in the lessons.

Visit Discussions4Learning.com to learn more.

PRICE LIST

ELEMENTARY SCHOOL CORE PROGRAMS

ISBN	PRICE	ISBN	PRICE
GRADE K		GRADE K	
EXPLORATIONS IN ART, 2ND ED.		EXPLORATIONS IN ART, 2ND ED.	
DIGITAL CLASS SET		PRINT	
6 years & 30 student accounts	978-1-61528-660-7	Big Book (print)	978-1-61528-821-2
Digital Class Set & 1 Big Book*	978-1-61528-855-7	Teacher Edition (print)	978-1-61528-822-9
ISBN	ISBN	ISBN	PRICE
EXPLORATIONS IN ART, 2ND EDITION		GRADE 1	GRADE 2
DIGITAL CLASS SETS		GRADE 3	
6 years & 30 student accounts	978-1-61528-825-0	978-1-61528-828-1	978-1-61528-831-1
Digital Class Set & 30 printed books*	978-1-61528-856-4	978-1-61528-857-1	978-1-61528-858-8
PRINT			
Student Book (print)	978-1-61528-823-6	978-1-61528-826-7	978-1-61528-829-8
Teacher Edition (print)	978-1-61528-824-3	978-1-61528-827-4	978-1-61528-830-4
ANCILLARIES			
Resource Cards: STEAM Art Cards, STEAM Exploration Handouts, Artist Cards, Vocabulary Cards	978-1-61528-912-7	978-1-61528-913-4	978-1-61528-914-1
Teacher Resource Package (USB drive)	978-1-61528-942-4	978-1-61528-943-1	978-1-61528-944-8
ISBN	ISBN	ISBN	PRICE
EXPLORATIONS IN ART, 2ND EDITION		GRADE 4	GRADE 5
DIGITAL CLASS SETS		GRADE 6	
6 years & 30 student accounts	978-1-61528-834-2	978-1-61528-837-3	978-1-61528-840-3
Digital Class Set & 30 printed books*	978-1-61528-859-5	978-1-61528-860-1	978-1-61528-861-8
PRINT			
Student Book (print)	978-1-61528-832-8	978-1-61528-835-9	978-1-61528-838-0
Teacher Edition (print)	978-1-61528-833-5	978-1-61528-836-6	978-1-61528-839-7
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Resource Cards: STEAM Art Cards, STEAM Exploration Handouts, Artist Cards, Vocabulary Cards	978-1-61528-915-8	978-1-61528-916-5	978-1-61528-917-2
Teacher Resource Package (USB drive)	978-1-61528-945-5	978-1-61528-946-2	978-1-61528-947-9

*Digital and print textbook combination purchases include a 6-year license and 30 student accounts.

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PRICE LIST

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	ISBN	PRICE		ISBN	PRICE
EXPERIENCE ART, 1ST EDITION			DISCOVERING DRAWING, 3RD EDITION		
DIGITAL CLASS SETS			DIGITAL CLASS SETS		
6 years & 30 student accounts	978-1-64164-897-4	\$2,427.95	6 years & 30 student accounts	978-1-61528-625-6	\$2,027.95
Digital Class Set & 30 printed books	978-1-64164-902-5	\$3,885.95	Digital Class Set & 30 books*	978-1-61528-874-8	\$3,338.95
PRINT			PRINT		
Student Book (print)	978-1-64164-078-7	\$98.95	Student Book (print)	978-1-61528-668-3	\$86.95
Teacher Edition (print)	978-1-64164-156-2	\$122.95	Teacher Edition (print)	978-1-61528-669-0	\$116.95
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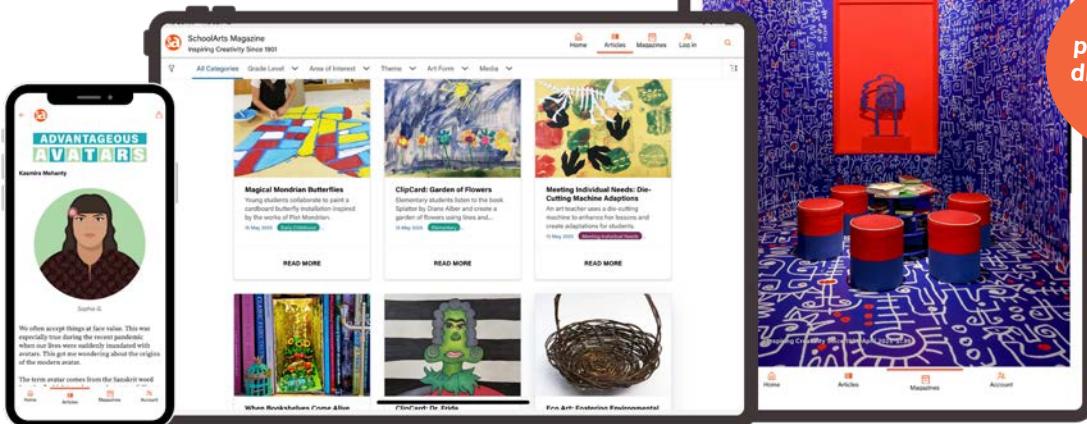
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